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Magazine

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Vol. 3 No. 11
December 1988



Living with an 8bit Atari in an IBM World
The Spectre of Software Piracy
The Sac is Back
Hackers...A Book Review
Reviews of Rolobase+Plus, Financial+Plus,
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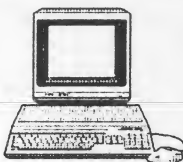
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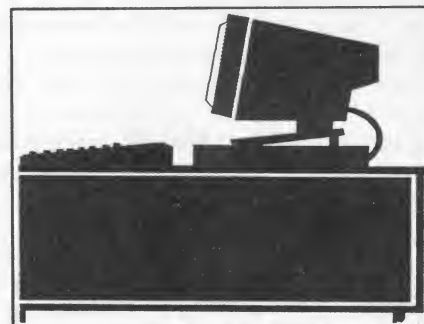
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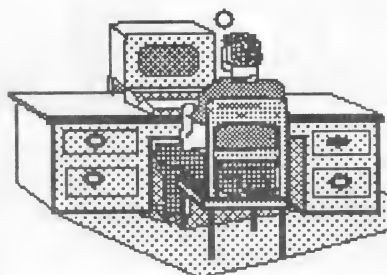
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Editorial Ramblings

In late October, the presidents and a few officers of the majority of participating clubs in MAM gathered for a meeting to discuss a number of issues, including the concerns of CHAOS that have been raised in the online publication ZMAG.

Due to lengthy discussion about the concerns of CHAOS and "ownership," most of the topics we had wished to discuss were not talked about, such as membership drives and using MAM for club PR. Hopefully, we can all get to these in the near future — perhaps at the next "committee" meeting. More on that later.

At the October meeting, CHAOS asserted that, in the past when John Nagy published MAM, the participating clubs were equal co-owners of the magazine. More on this later, too! Regardless of the past, after being approached by John Nagy to take over publication of MAM, we informed him we would take the magazine only if the publication could be produced independently from the clubs. We felt, and still do, that this arrangement would work best for both the publication and the clubs, most of whom do not wish to deal with the "dirty work" of producing a publication each month.

When MAM was officially transferred to Unicorn Publications in November, 1987, John Nagy supplied us with a letter stating he turned over any and all ownership of MAM that he held, but he felt the individual clubs owned part of the magazine as well. On that point, it seems we agree. But CHAOS and Unicorn Publications disagree on what that ownership is.

It is our position that each club and author owns the individual articles, club news and minutes that are supplied monthly by the club for inclusion in MAM. Each club is also *guaranteed* a section in the magazine where they will be represented by whatever information they supply. Unicorn Publications, however, owns the publication Michigan Atari Magazine and all rights pertaining to the publication as a whole. In other words, we claim no ownership of any and all club-supplied material, but we DO own the magazine and the right to sell it in stores, have outside subscribers, et cetera.

CHAOS, as represented by their president, Leo Sell, strongly disagrees. He wants more. In an attempt to give CHAOS and all other participating groups more input into the magazine, it was suggested that a committee be formed that could advise us on whatever topics it felt necessary. Leo Sell, however, wanted the committee to have full veto power over any decisions we might make, including but not limited to who participates in MAM, where the magazine is sold and printed and the overall style and content of the publication. The other groups at the meeting expressed the opinion that they would rather not deal with the production issues — since one of the benefits of joining MAM is to avoid the "hassle" of producing their own newsletters.

By the end of the meeting, it had been decided that an advisory committee would be set up, and we supported this idea. John Nagy was chosen to draft the proposal to be submitted for the approval of all participants. At that time, Leo Sell stated he would support such a proposal if the other clubs were willing to do so. The other clubs stated they would support such a proposal. [The unfinished version of this proposal appears at the end of this issue.]

But, life is never that easy, is it? After the proposal was drawn up, we received a call from John Nagy. John stated he felt he could no longer support the proposal,

(Continued on Page 4)

People Who Make It All Possible

Managing Editor: Patricia Snyder-Rayl

Editor: Bill Rayl

Art Work & Comic Strip: Steve Volker

Contributors: Jim Brozovich, Jerry Cross,

Tim Feenstra, Brent Fisher, Darin Gray,

Keith Joins, Steve Mileski, Bob Retelle, and all the participating clubs.

What We Are

The Michigan Atari Magazine is a monthly magazine which also serves as the official newsletter of several independent Atari User Groups and is not affiliated with Atari Corp. in any way. MAM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. For advertising information, please call (313) 973-8825.

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From the Reader's



Viewpoint

MAIL ORDER MONSTERS

Dear Editor,

I noticed a few things missing from Brent Fishers' article on "Mail Order Monsters" in the November issue of MAM.

His comment about the computer having stronger monsters is a bit of an understatement. The computer's monsters are heavily equipped with the most expensive and deadly weapons as soon as you pick up anything stronger than a dart gun until your monster gets great power himself, at which point you fight "Sluggo," who, if you start using all the fancy weapons and gadgets, is not nearly as tough as some of the earlier monsters.

Therefore, the real trick to the game is to build up your monsters (in tournament level, of course) by playing against another person, or by using a little bug in the program. The bug occurs when you battle for an even number of fights to win a match (this is selected just before entering the battleground), upon winning, your owner's psychons (the unit of currency used to purchase just about everything in the game) suddenly grows into the thousands.

There were also two problems with the game which were not mentioned. The first is, if the computer is turned off after your monster is sent to the battle grounds, the password to get to your owner seems to disappear, and all your work is lost.

The other is that if your owner has only one monster, and it dies, then your owner gets the same amount of psychons as he/she began with, even if they had

more than that built up. Despite these problems, though, as Brent mentioned, it is really an excellent game.

Ben Dillon

Thanks Bill and Pattie

It hardly seems it's been a year since Bill and Pattie took over the operation of composing and producing Michigan Atari Magazine, their first issue appearing in December '87. I think I speak for the majority of subscribers when I say I am more than just a little impressed with the quality of their work, and I look forward to receiving my issue each month.

From my experience working with them, I know first hand what a phenomenal amount of work is involved in producing this magazine. I am also well aware of the small rewards for their labors, and it is this point which impels me to write and tell them "Thanks" for the energy and effort they expend on our behalf each month. Atari User Groups throughout the state of Michigan are reaping benefits of exposure to potential members who might otherwise not ever know there is a user group within driving distance, not to mention the virtual exposure across the nation as MAM is distributed to other user groups on an exchange program. (Little did it occur to me that my rendition of the monthly meeting minutes for both WAUG and MACE might end up on the desks of Sig Hartmann, Neil Harris <ahem> or the Tramiels themselves.)

The point I am trying to make here is that Bill and Pattie's efforts should not go unobserved. Everyone is reaping benefits

from their work, and I encourage each and every one of you to tell them what you think. (It does NOT have to be the case that user group members are a lackadaisical bunch waiting to be entertained, but this is another story...)

If there is one thing I would offer as an "I'd like to see..." for Bill and Pattie, it is an improved effort on their part to catch spelling errors in the feature articles. I recognize it is a very hard job to do this and, considering that user groups are receiving this magazine at cost, such things SHOULD be caught long before articles are even submitted, however in the end I personally think typos tend to detract from the perceived quality of any publication regardless of how or why they exist. (Some of you may recall the outcry a few years ago when the MACE Journal came littered with typos several months running...)

Anyway, here's to Bill and Pattie for the excellent work they have done to keep Michigan's Atarians informed. Merry Christmas to you both, and to everyone else who reads this.

Michael Olin, MACE & WAUG

Mike,

Thanks for your words of support. As for the typos, a few of those little nasties seem to creep through, and even Thunder can't catch 'em! Now that we're using Timeworks Desktop Publisher ST (and PageStream soon!), it actually takes less time to produce and print the magazine. This gives us more time for spell checking and editing. We hate those pesky little typos as much as anyone!

Bill and Pattie Rayl.

(Continued from Page 2)

but he gave no reasons as to why. In contacting Leo Sell, we were told that he too would not go along with the proposal. In fact, Leo Sell has stated he will pull CHAOS out of MAM when a suitable alternative is found. The presidents of at least two other participating clubs have been approached by CHAOS to join with them. At this time, no other club has done so. When asked if this matter had been brought up to the CHAOS members at large, Leo Sell said, "We don't do things that way." [Ed: Since that conversation, Leo Sell has contacted us again, and has informed us that he has discussed the issue with his group and they support his position.]

It is sad that such an incident as this has occurred. Frankly, we find it hard to understand the motives and reasons behind the actions of Leo Sell. He has stated that the clubs used to equally own the publication, and equal ownership is the only terms under which they seem to be willing to participate. If that is true, why did all but one of the original participating clubs say at the meeting they never knew they were part owners? When some clubs both INSIDE and outside the state approached John Nagy and CHAOS, asking to become participants, CHAOS turned them away. Was that a joint decision by all participants in MAM? And, finally, when people outside the participating clubs subscribed to MAM under CHAOS, why were these subscriptions funnelled into the CHAOS treasury as new memberships? (It was not mere coincidence that the original MAM subscription rate was equal to the yearly membership dues for CHAOS.) If all the clubs TRULY owned the magazine at that time, those funds should have been divided equally between the participating clubs. They were not.

It is very disheartening to us that the leadership in CHAOS seems unwilling to put aside whatever differences they may have with MAM and its participants and work toward the goal of a stronger and unified Atari community. Leo Sell feels his club does not have enough say in MAM, and we were willing to give CHAOS more opportunity to voice its opinions and make suggestions in a committee with other MAM participants. That doesn't seem to be enough for Leo Sell, and it seems CHAOS has decided to discontinue participation in Michigan Atari Magazine. It truly saddens us to see this happen, and we wish CHAOS well in their future endeavors.

We are still committed to continuing to make Michigan Atari Magazine one of the best user group oriented publications available, and at a price the groups can all afford. (In fact, our price per issue to participating groups recently dropped ten cents an issue.) We have opened up a number of store sales outside the state — MAM is now being sold in select Atari stores from Maine to California! — and we hope to expand our store sales even more. In fact, if you have an Atari store in your area that doesn't carry MAM, send us their address and phone number! The more store sales and advertising revenues we can generate, the lower the cost of the magazine for us all!

The idea of a committee of user group representatives has appealed to us for some time now, and we will be moving ahead

on organizing a committee to meet three or four times a year to discuss any issues that concern us all as user groups. In other words, a social gathering where we all let our hair down and tell computer horror stories over a drink — or two, or three... :-)

To all members of CHAOS, we are sorry that we will lose your input and individual contributions to the magazine. We are also sorry that, apart from local store sales and individual subscriptions, you will no longer be receiving MAM. We took a big step toward compromise in our willingness to work with an advising committee, supplying them with financial and production information if they so chose. That wasn't and isn't acceptable to your president, so here we are. We wish you all well and hope you can successfully produce your own newsletter. We sincerely wish you all the best of luck. If any of you wish to discuss this issue further with us — or the presidents of other participating clubs, please feel free to do so.

To any Atari clubs out there reading this — if you are producing a viable newsletter or perhaps a joint publication with other clubs, keep up the good work and more power to you! But, for those clubs not able to consistently produce a newsletter, there are alternatives. Don't give up! There may be other clubs willing to band together with you under one publication name. If your club would like more information on how to accomplish this (and how to avoid some of the problems we've faced), please write to us, give us a call, or drop us a line on Delphi (UNICORNPUB) or CompuServe (71361,411).

Addendum — November 19, 1988: We have just received a call from Leo Sell in which Mr. Sell stated his desire that the name Michigan Atari Magazine be dropped from this publication. He has gone as far as threatening legal action if we do not voluntarily do this. Because we have been expanding beyond Michigan in store sales and with prospects of clubs outside the state participating in the magazine, we have considered changing the publication's name sometime in the future. Regardless, we do not take kindly to Mr. Sell's ultimatums.

By the time you read this, we will have contacted the other participating club presidents to apprise them of the situation and to get their input on this matter. If you are a member of a participating club, please speak to your club president and give him/her your input and to find out more details.

Due to space limitations, Atari News and Comment will not appear this month. The column will return next month with information on COMDEX, the Toronto Show, and the recent ZMAG and ST Report split, along with other tidbits from the Atari World!

The Spectre of Software Piracy

by Bill Rayl

The issue of software piracy is always with us. It's there, hiding in the shadows...waiting for a chance to catch us off guard. During a recent CompuServe (CIS) conference with Ralph Mariano, editor of the on-line publication ST Report, the piracy topic dominated the discussion.

Ralph, better known by his pseudonym "Rex Reade," was flatly accused of pirating ST software and distributing it via his bulletin board system (BBS) in Florida. The accusation was levied by a person under the name Elwood, and was followed by a partial upload of a download list allegedly captured from the BBS Ralph is affiliated with.

Ralph's reply to the accusations was not an immediate denial of the charges, but rather a statement that anyone can create a fake download list. Elwood went on to claim Ralph was once a beta-tester for Michtron, but was dropped due to his pirating activities.

In the days following the conference, we had phone conversations with Ralph Mariano, the two people using the name Elwood, CompuServe's Ron Luks, Gordon Monnier of Michtron and others who do not wish their names revealed. As the pieces of this all started to fit together, a rather dark picture began to appear.

Information is only as credible as its source, and in this case, many of the sources are of questionable reputation. A number of the "nameless sources" we contacted candidly admitted to us that they are pirates. Keep that in mind while reading this article.

The Past

After the official conference ended, a number of people moved into a small conference in the Atari Arts Forum on CIS. In this conference, one of the CIS SysOps stated he knew Ralph had been involved in piracy in the past, but he was under the impression that was all in the past. Other sources have also stated they knew Ralph was once a pirate or that they had heard rumors to that effect. Elwood 1, Ralph 0.

Concerning the accusation that Ralph pirated Michtron software while beta-testing for them, Gordon Monnier of Michtron says Ralph Mariano/Rex Reade has never been employed as a beta-tester. Elwood 1, Ralph 1.

The Bounty ST

The BBS that is the home of Ralph Mariano and ST Report is the Bounty ST BBS in Jacksonville, Florida. The BBS has 380 megs on-line and is accessible at 9600 baud on down. Elwood claimed the BBS had over 1,000 files on-line, many of these being pirated programs from the US and Europe. After the conference, Elwood reportedly passed a user name and password to Ron Luks, "who could not get in" using the supplied name. Independently, we also obtained a different, allegedly active user name and password with pirate access on the Bounty ST BBS. We also could not get in. The system did not recognize the password we were given.

Considering these accounts were tried only after the public allegations were made, the lack of access isn't conclusive for either side. We have found two sources other than the Elwoods who claim they have personally seen pirated files on the Bounty ST in the past few



months, but these sources could not or would not supply proof of their statements. No score for either side here.

The Flip Side

In reply to the accusations, Ralph Mariano has levied counter charges at the Elwoods of pirating, phreaking (illegal use of phone lines) and credit card fraud.

The Elwoods, according to Ralph, are members of a group called Crime, Inc. Ralph stated he has pirate access to a BBS called The Crypt, which is run by at least one of the Elwoods. It seems Ralph, who builds hard drives in his spare time, was contacted by one of the Elwoods (call him Elwood 1) to build a hard drive. Ralph was reportedly given just over \$900 by Elwood 1. Ralph says he told Elwood 1 he could get a 65 or possibly an 85 meg drive for that price, and Ralph would get Elwood 1 the best deal he could.

At that time, according to Ralph, the Elwoods gave Ralph pirate access to The Crypt BBS. Ralph built a 65 meg hard drive for Elwood 1; Elwood 1 expected an 85 meg drive and felt cheated, and it went downhill from there.

In our conversations with the Elwoods, they readily admitted they were pirates, do run a "small" pirate BBS called the Crypt and Elwood 1 did buy a hard drive from Ralph. Ralph 2, Elwood 1.

Who's keeping score?

The end (hopefully?) to the entire fiasco is a public apology, apparently written by "Elwood" and posted on CIS by Ralph Mariano. The apology states that the download list was faked. We have not been able to contact Elwood since this development.

Hopefully, in reading the last few paragraphs, you were more than a little offended by our keeping score. You should have been. If this can, in any sense, be thought of as a game, it is a game in which neither Ralph Mariano nor the Elwoods won — in fact, we all lost.

Although many ST Report readers don't always agree with his approach and opinions, Ralph Mariano is one of the ST's most vocal and visual on-line supporters. The public attack by Elwood, regardless of its truth or falsity, blackened the whole Atari community and automatically made it impossible to prove or disprove the accusations to everyone's complete satisfaction. Even the authenticity of the apology has been questioned by on-line observers.

The news that Ralph Mariano was branded a software pirate on CIS spread to GENie in less than an hour. Outside the Atari community, the rumor is spreading that one of the major on-line ST supporters is also a major ST pirate. Regardless of what the truth may be, the rumor can only bring problems for all of us in the Atari world.

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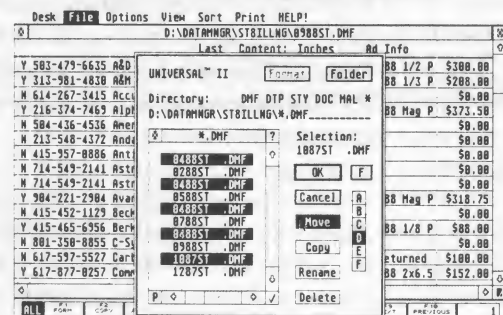
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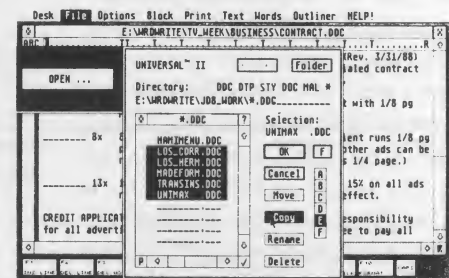
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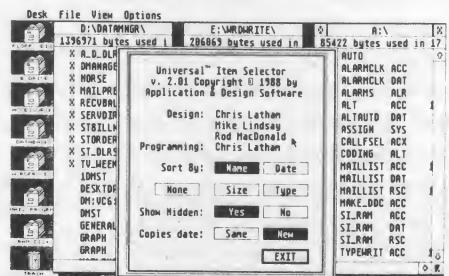
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Hackers...

A Book Report

by Steve Mileski (GLASS)

I was wandering through the school library one day and saw this book called *Hacker* by Steven Levy. Being the curious sort I picked it up and read the reviews page and the preface. Hmm... interesting. So, of course, home it comes. Copyright 1984 and published by Dell Publishing, this volume was hard-bound and had a colorful cover.

At home, looking it over before starting, I see it's in very small type with over 400 pages. Hope this doesn't turn out to be a chore to read! Wow, this is really good. Realizing that our neat desktop computers had to come from somewhere, this would give me a sense of history of the computing world and the persons that got us here.

The book instantly captivated my interest, telling about the world of the priesthood of batch-processing on the big main-frames like the IBM704, where only the privileged few could submit "offerings" of punch-cards through windows to the keepers of the "Hulking Giant" and the other world of the "hackers."

The hackers were college kids whose whole life was logic, math, electronics, and the sciences. The kids were looked on as nerds due to their dress and lack of social graces. It started with being part of a club called TMRC (for Tech Model Railroad Club), the part which worked under the table wiring switching systems from parts salvaged from various phone closets and other sources of electronic devices. But I'm getting ahead of myself, let's look at the structure of the book itself first.

Part One – True Hackers, Cambridge: The Fifties and Sixties

The scene: MIT (Massachusetts Institute of Technology) in Cambridge. The people: the kids from the model railroad club who provided the switching and controlling systems design, maintenance, and modifications. The occurrence: the long-term loan of a "TX-0" computer.

The kids were given access by a former member of TMRC and now member of the faculty, Jack Dennis, to explore this strange computer that would accept input from a Flex-O-Writer keyboard and paper-tape. It could have programs modified directly on-line rather than submitting punched cards to the priests of the Hulking Giant — an IBM704, only to have to wait until the next day for the results, often shredded. The access time, of course, was at night but that wasn't a problem to the kids, they would stay up all night to have a true "interactive, hands-on" machine like the TX-0 to use. And they did.

As it was, the TX-0 only had 4096 words of memory so the programs written for it had to be very efficient. Also, it had to be programmed in machine language because there was absolutely no software for it. One of the first projects was to write an "assembler," that's a program that will translate an instruction like ADD Y into a machine language instruction like 10011001100001 that the machine can read. There were utilities and debuggers and, yes, games to write.

These kids were the first Hackers, with names like Alan Kotok, Peter Samson, Peter Deutsch, Bob Wagner, Steve 'Slug' Russell, Rickey Greenblatt, Bill Gosper and Bob Saunders. The ones who

lived for the Hacker Ethic: "Access to computers — and anything which might teach you something about the way the world works — should be unlimited and total. Always yield to the Hands-On Imperative!"

They were the source of the first games, SPACEWAR and LIFE, the first joy-stick and the first computer-generated music; the ones who made electronic magic on the PDP-1 from the new Digital Equipment Corporation (DEC).

Part Two – Hardware Hackers: Northern California, the Seventies

The scene: Berkeley. The people: the high-tech hippies. The occurrence: The first public terminal of the Community Memory project. The Community Memory project was the first public BBS on a time-shared XDS-940 mainframe. The terminal was located in Leopold's Records on Durant Avenue. Computers to the people!

These were the "crazy" seventies, the days of the traveling computer show. The days of the first Microprocessors, Integrated Circuits, the Altair (the first mass marketed home computer kit), the Apple (the first truly powerful personal computer — built in a garage no less!), and the very first computer users group.

Affectionately known as Homebrew, the Amateur Computer Users Group Homebrew Computer Club had their first meeting on March 5, 1975. Attended by electronic and computer freaks from around the bay area, they quickly numbered over 300 members. There was a world full of people sharing a love and desire for a nonexistent personal computer. The times provided for the people needed to take the computing world one step closer to your desk, names like Ted Nelson, Lee Felsenstein, Efrem Lipkin, Bob Albrecht, Stew Nelson, Steve Dompier, and Steven Wozniak.

Part Three – Game Hackers : The Sierras, the Eighties

The scene: The offices of Sierra On-Line, Broderbund, and Sirius. The people:

software hackers of all ages whose love affair with the new personal computers was shown by the excellence of their game programming. The occurrence: The beginnings of "copy protection" and software piracy. The early days of Sierra saw the desire for perfection and quality of the game play. Programmers coded for the love of coding and were proud of their works. Pay was based on a percentage of their software sales. By golly, there was BIG money to be made.

Unfortunately, as the years went by, it was felt that it was more important to market a lot of games in pretty wrappings rather than stick to the idea of GREAT programs that pushed the machines to their limit. The programmers were no longer catered to. Mass-marketing had come to the computer world. Ken and Roberta Williams, Dick Sunderland, Jay Sullivan, Nasir Gebelli, John 'Captain Crunch' Draper, Steve Dompier were just some of the names that adorned these times, which we are still experiencing.

In Conclusion

I found the book to be captivating. The only chore involved was to put the book down at night. Yes, there were tremendous insights into the people, places, and things that brought these desktop computing wonders to us. This book can help you to appreciate the short but very fast-paced history that brought our computers to us. Read and enjoy!

Call Blocking Update

by Jerry Cross (GAG)

I'm going to do something I have never done before, write a serious article (gasp!). No jokes this time, because this is a serious issue and you should be very concerned with it.

In the October issue of MAM you read about how a certain long distance telephone carrier in Iowa was practicing what is called call blocking. In review, this means this company, Teleconnect, Inc., is blocking calls made through their long distance system to other callers, without notifying either the person making the call or the person whose number is being blocked.

As an employee of Michigan Bell, I was especially concerned with this practice. This practice is an obvious violation of your rights, and long distance companies have no right to tamper with telephone calls. Even though this practice appears to be limited to only calls made to certain bulletin board systems, what is stopping them from blocking calls to whoever they wish? Would you, as an honest business man, appreciate AT&T blocking calls to your lines because some dishonest person or phone hacker made some illegal calls to you? It could easily cost you a lot of business!

Well, after I first read the article, sent to me by another concerned computer user, I felt I needed to do something. By an incredible coincidence, this same company (Teleconnect, Inc.) was just now setting up shop in the Michigan area, but was limiting their business only to business customers and was ignoring residence customers.

Thus begins my quest! I immediately went to "The Mike Wallace 60 Minute School of Journalism," which I finished in only 48 minutes. (Sorry, I promised no jokes.) I learned the three steps of good investigative reporting. Gather evidence, interview witnesses and then pounce on the victim. So, after talking to some witnesses in Iowa, I discovered that one of Teleconnect's main defenses was that local phone companies would not work with them to identify the phone hackers.

Well, this sounded strange to me, so I called both the Michigan Bell Staff Security people, plus a few co-workers I used to work with. MBT has a special office located in Southfield headed by Daryl Miller, a staff manager. MBT will supply the long distance carriers with information about calls made to certain numbers. Also, if necessary, MBT will help establish an entire case for the carrier against the suspect and even testify in court. So much for Teleconnect's excuses.

My next call went to AT&T. Since they have long had an established long distance network to every central telephone office, toll fraud was not a major problem. However, there are still those who will attempt to discover someone's credit calling card number by using their computer to constantly dial codes until one is discovered. Both MBT and AT&T are ready and waiting for them, with the use of their own monitoring computers that can quickly discover when a series of incorrect credit



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cards are entered, and can locate the hacker within minutes. So, once again there is no need for AT&T to resort to call blocking. I wonder why Teleconnect does not have a similar system set up to at least tell if someone is trying to discover an illegal credit number? I guess it's just cheaper to block calls, huh?

My calls to both MCI and Sprint went unanswered, and calls to other carriers were usually transferred to other supervisors with the usual replies of "We don't discuss security matters" or "You will have to contact our Media Relations department," which was usually followed by "What magazine did you say you write for?"

Next, thanks to a tip from another AT&T friend, I got in contact with the Telecommunications Fraud Association. This is, I think, a lobbying group located in Washington, District of Columbia, that is sponsored by the long distance carriers, and helps to advise legislators on Telecommunications Fraud laws. Once again, though, I lacked the backing of a big-time magazine to get any type of reply. I even had to send them a sample of our magazine to prove it was for real!

I could see it was time to start enlisting help. I started calling the Michigan Public Service Commission, which is responsible for regulating the phone industry in Michigan. What a joke! After sending a few letters and making some phone calls, I didn't get anywhere with them.

Time to bring out some bigger guns. I sent a letter to both Representative Kildie and Senator Riegle. Mr. Kildie sent me a nice form letter thanking me for bringing this important matter to

his attention and promised he would shuffle it off to some underling. Things were looking bad now. But then I got a CALL from Mr. Riegle's office. After going over the whole thing again with one of their staff members, I was told they would look into it. About 2 weeks later, I got a letter saying that a complaint had been issued in my name with the Interstate Commerce Commission. Although this does show a little progress, I don't expect any quick answers from them either.

OK, so now I was ready to confront Teleconnect. Armed with all sorts of conflicting testimony, I got hold of their media relations person and screamed "SO ARE YOU GUYS BLOCKING CALLS IN MICHIGAN, OR WHAT!?"

"No, we aren't" she said. Oops! I forgot lesson #1! I needed evidence. Darn, I don't have any. Now what do I do?

That's where you readers come in. If you are using one of the long distance carriers, and for some reason cannot get through to your number, first try using another long distance company such as AT&T. If you do get through, then you may have discovered a blocked call! If so, let me know! I will investigate it further and turn over this information to Mr. Riegle's office. I am also tracking down some other sources of help, but don't expect any more information for a while. But unless I can prove call blocking is indeed going on in Michigan, there is not much we can do through legal channels. So please let me know if you discover any blocked lines.

Contact: Jerry Cross, C/O GAG, PO Box E, Flint, MI 48507.

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THE MASTER SERIES

The Sac is Back!

by Darin Gray (GLASS)

Few people realize the built-in power of the ST. A 68000 CPU can blow the doors off most other microprocessors in the market today. It was not until the 68000 that micros really had the power to emulate other computers. This fact convinced Dave Small the ST would make an excellent low-priced Macintosh. Thus began the Magic Sac and David's latest brainchild, the Spectre 128 (loosely referred to as the Magic Sac II).

Late in 1986 Dave Small released the Magic Sac. This product was the first and only Macintosh emulator available for the ST, or any machine I believe. Dubbed "The Best Hack of 1986" by Jerry Pournelle of Byte, the Sac soon became famous (or at least infamous) and Data Pacific, producers of the Magic Sac, famous with it. I don't know how many units were sold, but suffice it to say "lots." Soon many ST-related magazines featured regular Magic Sac columns.

The Sac in the early days was mostly a toy, one of those things you whipped out to show the local Mac czars and tell them the low price you paid. The software just crashed too much to feel safe doing anything really important on it. Data Pacific continued to upgrade the Sac and, in revision 4.51, "crash-proofed" it. It was then the Magic Sac became a viable product in its own right. Data Pacific continued to upgrade the product. They provided the Translator, an external box allowing the ST to read and write Mac format disks. The software continued to improve until it reached its present form, revision 6.0.

It was then Dave Small formally left Data Pacific due to a disagreement and decided to retire from programming. Becoming bored with nothing to do, Dave posted a message inquiring if there was any interest in a 128K version of the Magic Sac. The older Magic Sacs used 64K ROMs which were being phased out by Apple in favor of the newer 128K ROMs. The response was a definite yes. In April, '88, Dave began plans for the Spectre 128, the 128K MacIntosh emulator. By September '88 he had a version ready for release and formally announced it at the Atari Show in Glendale under his new company, Gadgets by Small, Inc.

The Spectre, billed as "The Premier Macintosh Emulator," started to recapture the excitement of the original emulator. This emulator, though, has a great deal more to offer. First, it's faster. Not on things like calculation speed but on floppy and hard drive access. As a matter of fact, the hard drive access flies. In a benchmark against a Mac II, the Spectre beat it, and the Mac II has a 68020! The new ROMs also use Apple's new filing system called HFS.

The older ROMs needed a program called HD20 to operate under HFS. The Magic Sac required you to have a small MFM boot partition to use HFS. No more on the Spectre, you only need one partition and that can be up to 32 Megs. Floppy access has been improved 300 percent, according to Gadgets.

In addition, compatibility was increased. The Magic Sac used the older ROMs which did not have the serial drivers built in. The new 128K ROMs have the drivers built in and as a result a lot of the telecommunication programs which didn't work before now do, including

Microphone II and Red Ryder. The Spectre can also use all versions of the System/Finder software including the latest, System 6.02. This enhancement alone provides much greater compatibility. Programs which did not take advantage of the expanded memory now do, and crashes are now few and far between.

One major addition to the list of compatible software is HyperCard. As a HyperCard skeptic myself, I can tell you this program is everything it's billed. It's not only a database but an entire language. The language is very easy to program, as it requires only dragging and clicking to compose a whole new program. This makes it ideal for the beginner as well as the experienced programmer. You'll be seeing even more HyperCard-like software as time goes on.

As before, the Spectre can be used with the Translator to read and write Mac format disks directly. Also, Magic Sac format disks can be read with no conversion at all, however, there will be no increased floppy speed. The software included with Spectre is very close to the Magic Sac, but the former stand-alone programs for formatting, copying, etc. have been integrated into a very professional-looking program. As always, the hidden dedication page is there.

The included software, as of this writing, is version 1.51 and is generally bug free, however, there are a few minor bugs. The crash page (which you almost never see anyway) now requires that you shut off your machine and completely reboot (the Magic Sac would reboot directly to Mac mode for you), and it does not work with the developer release of TOS 1.4. I am quite sure these small bugs (no pun intended) will be corrected in version 2. There is also a drop down menu item for sound. Well, we can hope.

If you have use for a Macintosh, the Spectre is highly recommended. Even if you have no use for a Mac, once you get it, you'll love the software available for it. The ST-Spectre combination takes advantage of both computers, the low price and speed of the ST and the large software base for the Mac. Besides, it's fun!

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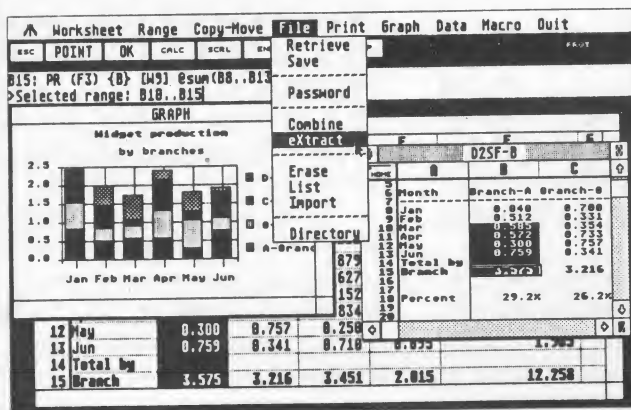
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Living with an 8Bit Atari in an IBM World

by Jim Brozovich (MACE)

If you are like me, you purchased your Atari system years ago when only the Fortune 500 could afford an IBM system.

The trusty old Atari has been much help in family budgeting, income tax preparation (via Antic Syncalc spreadsheets), and helped immensely in my recent job search.

But at work, IBM was king, and I became a power user of Lotus 1-2-3, Javelin Plus, and custom built decision support models.

This led to a desire to upgrade to a "real" machine and relegate the trusty old Atari to a kid's game machine. Being the frugal sort, I always resisted this temptation by making my Atari a more robust machine with every conceivable upgrade possible, ranging from the Newell 256K XL memory upgrade including the Ramrod XL operating system with 80 Column upgrade and two US Doubler equipped 1050s. But, no matter whether I added extra memory or 80 columns in Atariwriter Plus+ or double density drives, I still did not have IBM compatibility.

IBM Invades the Home

As the price of IBM clones dropped, more and more co-workers were buying their first PCs or scrapping their C64s for the new clones. Eventually, I became the outcast and was looked upon as being the strange one for not being able to take work home. Once again, I was faced with the prospect of scrapping an investment of over \$2500 in hardware and software and years of accumulated knowledge about the intricacies of applying the 8bit

Atari to productivity applications.

I was almost ready to make the plunge to the IBM world when I noticed an ad in Antic Magazine for the Happy 7.1 Upgrade and software claiming that it gave IBM file compatibility to the 8bit Atari without resorting to null modem cables or telephone hook-ups. Also, Happy dropped their price from \$249.95 to \$99.95 (does this say something about the life cycle of 8bit products?) which made the decision easier.

I promptly called up my friendly mail order house because no local merchants stocked the product. By the way, it's getting harder to find any 8bit products on store shelves in the Detroit area. Anyway, less than a week later the man in the "Big Brown Truck," UPS to those of you without kids, delivered my Happy 1050 Upgrade, Happy Disk Controller, and Version 7.1 software.

Being a hardware hacker made installation a simple matter for me, no soldering or desoldering required. But if you can't tell the difference between a Phillips screwdriver and a floppy disk, you might want to find someone to do the installation for you.

After printing out the documentation, I was eager to translate an Atari file into IBM format so I could take it to work and see if this thing really worked. Much to my chagrin, I discovered the Happy cannot format IBM disks, so the test had to wait.

Formatting disks for use with the Happy 1050 must be done from the MS-DOS machine using the Format A:/1 command because the 1050 is single-sided and the IBMs, except some early PCs are double-sided. After formatting a supply of disks on the IBM machine, I

proceeded to make copies of files from the Atari to the IBM and visa versa.

My objective in this whole process was to be able to transfer numeric data between Syncalc and Lotus 1-2-3 and textual data from Atariwriter Plus to IBM readable ASCII text files.

The latter proved easy once I learned to use the "Save ASC" option from Atariwriter Plus and use the "Text Translation = Yes" Option in the IBMXFR program supplied by Happy. The resulting text files on the IBM had none of the text formatting options they had in Atariwriter Plus. My IBM word processor, Volkswriter, was able to load the files with only one problem. That is, any imbedded print characters in the files such as Cntl-U for underlining caused the data within the print codes to be garbled in the translation. Removing all of the embedded characters with Atariwriter Plus before saving the files in ASCII format solved the problem, but it does make compatibility a little less complete because the necessary formatting commands must then be reentered in the IBM file.

The Syncalc translation process proved to be much more complicated. My first attempts were with DIF files created by Lotus 1-2-3 version 2.01. The Happy IBMFXR program translated them OK, but when I tried to load them into Syncalc using the Load-Data Option, weird things happened — only part of the file came through and some of it was garbled. Going from a Syncalc DIF to Lotus 1-2-3 worked fine, but I couldn't go from 1-2-3 to Syncalc.

A little bit of research turned up the fact that with Version 2.01 of 1-2-3, Lotus made some changes in the way the program's Translate Utility creates DIF

files. To be more explicit, in version 2.01 of Lotus, the Translate Utility ignores all non-needed blank cells when creating a DIF file. This is different from the previous versions of Lotus and other programs that account for all the cells in a range including the blank cells when creating the DIF file.

Help was on the Way

Anyway, a way around this problem was suggested in the June 1987 issue of Lotus Magazine on page 132. To create an old style DIF file in Lotus 2.01, use the following procedure from within 1-2-3:

- 1) Retrieve the file to be translated.
- 2) Put a label-prefix apostrophe in cell A1 — type an Apostrophe hit Enter.
- 3) Copy A1 to the entire relevant portion of the spreadsheet as follows: /C From A1 Push Return -To A1..(Type period) Push End Key, Push Home Key.
- 4) The file will look erased but you will notice that a label-prefix apostrophe has been placed in each cell of the relevant portion of the spreadsheet.
- 5) Re-load the original file using the File Combine, Copy, Entire File method.
- 6) Re-save the file under a new name. This yields a file with no non-blank cells for the Translate Utility to ignore.
- 7) Translate this new file to DIF using the Lotus Translate Utility and your single-sided Atari readable disks. The new file will load into Syncalc with no problems.

One point that must be made is that spreadsheets transferred Syncalc spreadsheets will not run in Lotus 1-2-3 and visa versa. The documentation supplied with the Happy 7.1 Software makes this clear. Using the DIF files described above is only a way of transferring data between programs and not a way of transferring models between programs.

As far as program compatibility goes, it may be possible to move Visicalc models from the IBM to the Atari and use Syncalc's translate utility to get them into the Atari. This of course assumes that there are people still out there using Visicalc on the IBM PC. In general, if you are really looking for complete compatibility between your work-based IBM and your Atari 8bit, the Happy 7.1 Upgrade will not serve your needs. You'll have to go out and buy a clone or an ST to get full program compatibility.

Working at Home on the 8bit

This limited compatibility didn't hinder me from getting utility out of the program because the applications I was attempting to coordinate between the two machines involved only the exchange of data and not the transfer of models.

In other words, if you want to be able to write a memo on your Atari at home over the weekend and then take the disk in to work and print it out and distribute on your IBM on Monday, then the Happy 7.1 Upgrade is for you. If, on the other hand, you

are developing a capacity planning model in Lotus 1-2-3 and want to be able to see your kids before they go to bed, your choices are more limited, either buy a clone or an ST or learn to work late.

My own applications point up a limitation that you have on the Atari 8bit, for productivity programs, that you don't have on more robust machines like the IBM. Namely, I go on-line with Dow Jones News Retrieval and download stock prices and news headlines about a certain group of companies. This data is entered into a Lotus 1-2-3 spreadsheet that does some calculations on the data and serves as a base for editing the news headlines and finally is used to print out a report. In Lotus, I can import my downloaded ASCII data directly into the spreadsheet. I can't do that with Syncalc.

In Syncalc, I must type in the numeric portion of the data directly into a spreadsheet model, then print the file to disk. This file can be loaded into Atariwriter Plus and then merged with the rest of the downloaded file which Atariwriter Plus can load and edit. This resulting file can then be converted into IBM format for distribution.

It would be nice if Syncalc would allow you to import ASCII text files into a spreadsheet thus saving an extra step that is not required on the IBM PC. If anyone knows of any utilities that can translate ASCII text files into DIF, Syncalc, or Visicalc format, I would like to hear from you.

Making Backups of Software

One other feature of the Happy 7.1 Upgrade you might want to consider before you purchase it is its obvious ability to make backup copies of your protected software. If you are like me, all of the productivity programs that I use regularly are copy protected and in many cases the manufactures are going out of business, merging or simply not distributing their products locally anymore.

This means it is becoming increasingly important to have backups of your software because if you destroy your original disk, it might be next to impossible to easily replace it in these days of sparse 8bit software availability.

The Happy 7.1 Upgrade performs this task admirably even on the Synapse software where it has to use PDF files to make copies that only run on a Happy equipped drive. Even with these limitations, it is nice to know I now have backups for my protected disks.

In conclusion, now that you are aware of the limitations of this product, if it still looks like something that will fill your needs for limited IBM file compatibility, then I heartily recommend you buy the Happy Version 7.1 Upgrade. After all, \$99.95 is still a lot cheaper than the \$999 needed to get into an acceptable XT clone machine that is also being made obsolete by the boys from Big Blue.

Business Software for the ST -- Financial +Plus and RoloBase+Plus

by Steve Mileski (GLASS)

Financial+Plus, \$199, and Rolobase+Plus, \$39.95, are available from Equal Plus, Inc., PO Box 160626, Austin, Texas, 78716-0626, (512) 327-5484.

When asked to review a financial package for the ST, I guess I was thinking more along the lines of a home budget-type system. But, when the UPS man delivered Financial+Plus and Rolobase+Plus software from Equal+Plus Software, I soon realized here was a chance to try some "real" productivity software for the ST.

Financial+Plus is an integrated accounting system which includes 1) General Ledger, 2) Accounts Payable, 3) Accounts Receivable, and 4) Payroll, including printing of checks and forms which can be customized, provide aging and finance reports on the accounts receivable and provide for W-2s at year's end for employees.

Rolobase+Plus is a comprehensive RoloDex-type database that can print labels, filecards, postcards and envelopes. Its data can be imported from your Financial+Plus package or other "relative record" text files. Printouts can be sorted by country, zip code and name. Data can be selected by b)usiness, p)ersonnel, or a)ll. Data can also be selected by key words that were inserted into the records.

So, On with the Review

The first software tried was Financial+Plus. The plastic, hinged case and thick documentation certainly looks impressive. Opening the book before booting the disk gave me a secure feeling of

well-written and understandable software. The manual began with an overview of the double entry bookkeeping system and accounting practices. Now I just had to get the package on my hard-drive and have a go at it.

Two hours go by. There seems to be a definite need for better explanation of initial installation on a hard-drive system, although it certainly does have the ability. Finally after fumbling around with the system utilities, I get it to work on my SH204. FIN+PLUS does support single-drive, dual-drive, and hard-drive systems, but why anyone would want to try this package on floppies is beyond me. There's just so much file accessing the wait time would leave me sitting on the edge of my chair.

At this point I must add that, for a reason I'm still not totally sure of, a folder with no name appeared on the hard-drive that seemed to point to the root-directory. Feeling uncomfortable about this, I zeroed out that partition and reloaded it from my backup. This also happened while trying it on the floppy disks. As an observation, the disk came with 42 files including the program EP.PRG, DESKTOP.INF and CONTROL.ACC files. The support files had cryptic names like F0000001.GAO, F0050000 and F0080176.ITO, and nowhere in the documentation could I find a reference to the purpose or function of any of them. Also, data files generated by the program (17 of them in a test run for one small company with 2 employees, 2 vendors, 2 clients, and 2 payees) were similarly named.

Running Financial+Plus

The Program operated flawlessly. Considering all of the I/O calls for support

files, it even ran surprisingly fast. It uses on-screen menus to take you to the various areas like Enter Transaction, Print or Post Journal, Print Financial Statements, Management Reports & Queries, Customize Financial Plus, Exit To Main Menu, and Exit To Desktop.

The menu items can be selected by typing in the menu number, pointing to the item with the mouse, or using the mouse on a pull-down menu from the menu bar. The menu path taken is indicated at the top of the screen like: 4,2,1 meaning item 4 on the first menu screen, 2 on the second, and 1 on the last. Rapid menu transit can be utilized just by typing 4,2,1 (or whatever) if you know what combination takes you where you want to go. For instance, 1,1,1 is the path to take you to Customer Invoice & Refunds. A chart of the available paths would have been a handy addition to the documentation.

Backing up the menu tree is done with the 'esc' key, with one press for every level deep. However, if you got three levels deep with the combination entry (see 1,1,1, above) then the 'esc' key would take you back to the beginning of the combination.

The program is very easy to use and understand if you are familiar with double-entry bookkeeping. Even the withholding tax tables are easy to modify to adjust to the whims of the Internal Revenue Service and state and local tax systems. The reports, checks, invoices, and W-2s looked great and can be customized. Reports generated even include Point Of Sale Invoicing, Account Receivable Aging, and Accounts Receivable Finance Charges.

Documenting the packages

The documentation, as mentioned earlier, was excellent. Chapter 1 (An Introduction to Financial Plus, 39 pages) included a trial run on their sample company, named "ABC." Chapter 2 (Converting Your Books, 71 pages) provided for a logical step-by-step set of procedures to do just that, including a required list of items from your present set of books. Chapter 3 (Operating Procedures, 83 pages) included a suggested records back-up method and item by item description of all transactions procedures. Chapter 4 (Periodic Routines, 4 pages) assisted you with the Daily, End-of-Period, Quarterly, Calendar, and Fiscal Year routines.

Chapter 5 covered Error Messages, all four of them, on two pages. Chapter 6 (Security Management, 5 pages) discussed how to provide for various levels of access for your personnel, assigned by password and i.d. number. Chapters 7 and 8 cover miscellaneous operations and the system user guide for specifying the configuration of the forms, disk drives, printer, and directory paths.

The appendices included setting up Financial Plus on the cash or accrual system, a glossary of terms, and sample reports (18 of them). Finally, the Index, which proved, to me, to be very easy and helpful. The program is a port-over from the PC world and does not allow you access to the desk accessories. For the

quality of programming, I would like to see the programmer write a true ST GEM version.

Robobase+Plus looked, felt, and operated very much like Financial+Plus with the menus and options. Again, it operated flawlessly and quickly, and had the batch of cryptic named files.

People used to the IBM operating environment will be well pleased with these packages and feel quite comfortable with them. ST'ers, on the other hand, have become used to a more convenient GEM system and would probably prefer to keep access to the true menu bar with the accessories, and may elect to wait for a true ST package of this type or commit themselves to the change over to this type when it became available.

The Bottom Line

So, how would I rate this package? If you have a business, small or medium, and need a "bug free," comprehensive accounting package, this will definitely do the job. If a dummy like me (with one high school accounting course) could understand and use it, with the guidance of the documentation, you accounting types will do great! On a scale of 1 to 10, I give it a 9+.

As a final note, to my chagrin, neither of these packages will work properly with TURBO-ST, which could help greatly with all of the necessary screen scrolling and text updating.

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Alpha Systems' Magniprint II+

by Bob Retelle (MACE,WAUG)

Your computer's printer, if it's like mine, is probably one of those often neglected "work-horse" pieces of hardware. It's there when you need it, and it gets the job done, but it usually doesn't get to have any fun of its own.

Well, Alpha Systems has come to the rescue of bored printers everywhere, with "Magniprint II+." This program lets you print out Atari 8bit graphics from a wide selection of sources in an amazing variety of ways. You can print pictures in sizes ranging from small "quicky" printouts, to giant wall-sized posters, in full color, or even on T-Shirts!

While the program includes many outstanding features, probably one of the *best* is the company behind it. Originally released almost six years ago, Magniprint has gone through many changes on its way to the Version 4.1 that was tested for this review.

Quoting from the letter which accompanied our review copy of Magniprint, "At Alpha Systems, we believe that a product is never really finished, that it is never the best it could be. There is always something more it could do, some way it could be better...We believe in continuously supporting our customers and encourage all current Magniprint owners to take advantage of our upgrade offer." If you own an earlier version, all you have to do is send back your original disk, along with \$10, and you will receive the newest revision, complete with documentation.

Speaking of the documentation,

Magniprint II+ comes with a well-written and very complete 53-page manual. It first gives you an introduction to all the features of this version and then takes you through a tutorial on setting up your printer and exploring the printing options. The disk comes set up for Epson/Star printers, but allows you to change the printer driver to match your printer. Once you've selected your printer, the change is written to the disk, so you only have to go through this step once.

The Magniprint disk includes several pictures in different Graphics modes, so you can experiment with the printing options right away. Pictures can be printed in a "draft" mode, which will give you an idea of how they will look, as either a positive or negative print. The pictures can be printed out in various sizes up to a full sheet of paper, or sections of a picture can be "zoomed" up to fill a full sheet. The printout can be made horizontally or vertically on the page and can be printed normally or as a "negative."

In addition to the actual printing options, Magniprint II+ allows you to add text to your pictures, in either the normal system typeface or in a font you can load from the disk. The program uses the standard 9-sector Atari font file, so you can also use alternate character sets you've created with font editors. The text can be any of four different sizes, so you can add titles to the pictures, or create signs and posters from your pictures.

A very nice "touch" is the touch-up mode. Many times a picture, especially digitized photos from ComputerEyes, may have a flaw here and there. Magniprint II+ allows you to "retouch" the picture before printing it. This feature is not a substitute for the full drawing functions

of a "paint" program, but it can definitely make a difference in the appearance of the final printout.

On some printers, the printout can be centered automatically as it is printed, and there is also a "mirror" mode which flips the picture over, and prints it "backwards." This is intended to be used with "thermal transfer" ribbons which will allow you to make your own "iron on" transfers, direct from your computer!

You can scroll the picture on the screen both horizontally and vertically, and even save the picture back to disk in compressed Koala format. While not originally intended to be used this way, Magniprint II+ gives you the ability to convert many different graphics file formats into the popular Koala .PIC format.

Probably the most well-known, and most *fun*, function of Magniprint is the ability to create *poster* size printouts of your computer pictures. Unfortunately, the manual doesn't tell what the actual dimensions of the posters will be, but the "medium" sized poster I printed was about three feet square, and a "small" one about half that size, so I'd imagine a "large" poster would be about six by six feet (No, I haven't tried a full sized poster yet. While the results are very good, it does take a loooooong time to print!).

There is one tiny little improvement I'd like to see in the program, just by way of "nitpicking." The program creates the large poster size printouts by dividing the picture up into "strips" which are just the width of your paper. It then prints each strip on as many sheets of paper as are needed for the size you specified, with each strip separated by a blank sheet of paper. The process is fully automatic and doesn't require you to do anything once you've started the printout (other than wait!). If you tear the strips apart carefully when the printing is done, it's fairly easy to piece the poster together. However, if you're like me, and wait until the last minute before a computer club meeting, then end up grabbing the poster strips out of the printer as you run out the door, you may find assembling the poster may be a bit of a "puzzle."

It took a few minutes of turning, rearranging and standing back squinting at the picture to get it all put together properly. (Our past-president, Don Neff, wandered by, looked at the garble of dots on the paper and said "Oh yes, my printer used to do that sometimes.") At any rate, I wish the program would print some kind of identification of which strip is which, and which way was "up" on the sheets in between the strips. Other than that, I found very little else to complain about!

Not only does Magniprint II+ give you this wide range of printing options, it also gives you an amazing array of picture types that you can print. While Koalapad and Atari Touch Tablet format pictures are the only format that can be loaded directly, the program will convert other graphics formats for you. The menu of formats you can use includes: Micro-Painter, Micro Illustrator, Paint, Fun With Art, B/Graph, Graphic Master, Super Sketch, Strip Poker, Movie Maker backgrounds, Graphics Magician, Atari Graphics Light Pen, Print Shop, Syngraph, ComputerEyes and Typesetter Sketch Pad Icon.

Pictures can be printed from Graphics modes 8 and 9 and from Antic mode "E" (sometimes called mode 7.5), the four color high resolution mode used by Koala pictures. Magniprint also will convert among these modes for you at the press of a single key. When you print a picture in the multi-color mode, Magniprint will allow you to select the shading of the four colors. This

will allow you to "fine-tune" the printout for each picture. The program uses different patterns of dots for each shade of grey, so your printouts can actually end up looking better than they did on the screen. It may take some experimentation with this feature to get the best results when adjusting the colors in this way, but the final results can be well worth the effort.

Alpha Systems has also provided BASIC program subroutines that you can include in your own BASIC programs to capture pictures from within your programs. This way you can easily make printouts of the screens your programs generate.

There are many variations on some of the features, and others I'm sure I've missed. This is one of those programs with new things to be found every time you run it!

Also included on the Magniprint disk is a printing utility called "PRINTALL." This allows you to print out your BASIC program listings *exactly* the way they appear on the screen, including all those "unprintable" graphics and control characters. If the BASIC program includes a machine code subroutine in a string, PRINTALL will print it to paper, just as it appears on your screen, rather than making your printer go berserk.

So go ahead and make your printer happy this Holiday season! Buy it a copy of Magniprint II+ and it won't be bored again!

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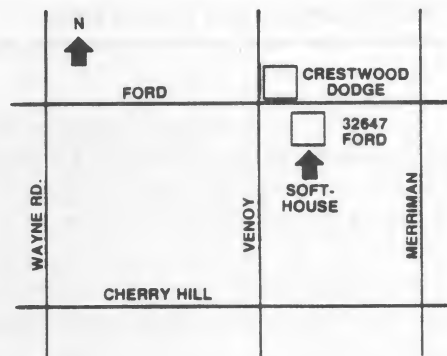
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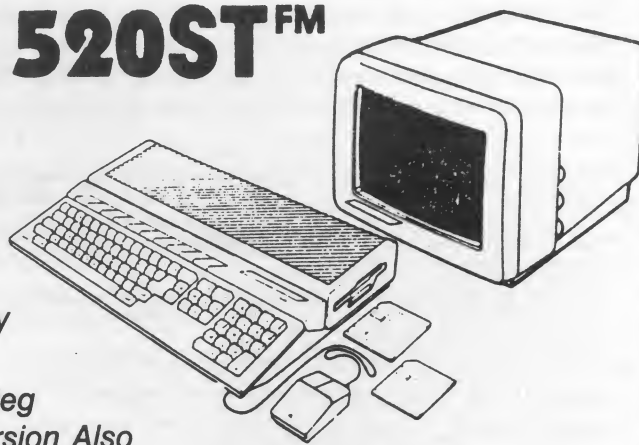
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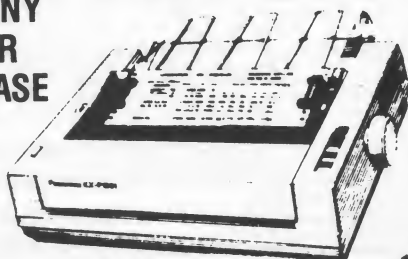
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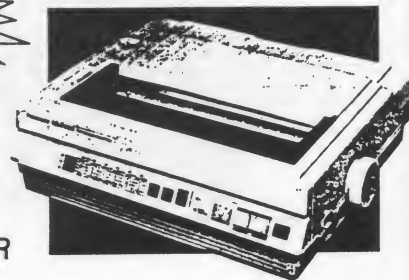
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ST Graphic Manipulation made Easy -- A look at Drawing Utilities from Migraph

by Bill Rayl

Over the next few months, we're going to be taking a look at the many fine products produced by Migraph, Inc. This article focuses on SuperCharged Easy-Draw.

Migraph first introduced Easy-Draw way back in early 1986. An object-oriented drawing program with text and graphics capabilities, the program quickly became an integral part of many ST desktop publisher's toolkits. However, the program, and the features it contains, is superbly suited to a variety of tasks, including advertising layout/design and architectural drawing.

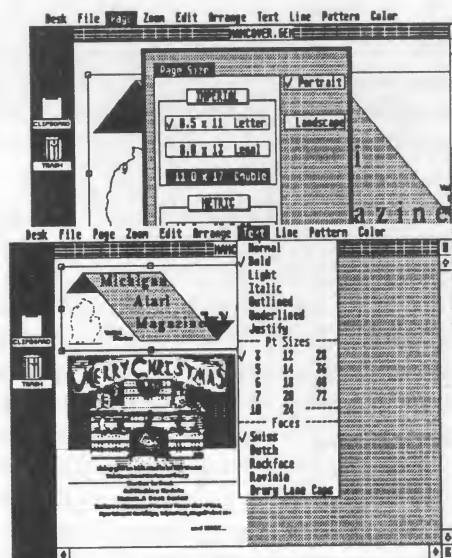
Unlike most drawing programs for the ST, Easy-Draw treats each individual piece of the picture as an independent object, which can be moved and resized with ease. This approach also allows you to superimpose objects onto one another, with the option of making overlapping object transparent. This is a real plus for creating three dimensional artwork or complex architectural models.

The documentation for Easy-Draw consists of a 143-page manual, complete with tutorials, helpful hints and a 15-page Index. The SuperCharged versions of Easy-Draw (version 2.0 to the current version 2.3) contains over 40 pages of documentation for SuperCharger and a 23-page addendum to the main manual, explaining the new features in the main program using the bit-image capabilities. The documentation is all well written and very helpful in teaching the ins and outs of this package, and it all fits nicely into the sturdy three-ring binder.

Fully GEM-based and well-designed, the program was definitely designed with the user's convenience in mind. All the drawing tools are contained in a Pop-up menu which, at the click of the right mouse button, "magically" appears at the very spot at which you are working! After selecting the drawing tool you wish (such as Box, Circle, Ellipse and a number of lines, arcs and wedges), a click of the left mouse button removes the "toolbox" and allows you to get down to work. The drop down menus along the top of the screen let you set rulers and the background grid, viewing size of the page, line and fill patterns, et cetera.

The Easy-Draw desktop contains your work window — a standard GEM window minus a close box that usually appears in the upper left corner — a clipboard and a trashcan. A second window may be opened, and you can copy objects from window to window simply by selecting and dragging the object. The clipboard allows you to temporarily cut an object from the page, with the ability to move elsewhere in the window (via the scroll bars) and then paste the object back onto the page. Deleting an object is as simple as selecting it and 1) dragging it to the trashcan, 2) choosing the Delete command in the Edit Drop-down menu or 3) hitting the Delete key. Until the trashcan is actually emptied, the deleted item can be recovered using the Edit Undelete command or by hitting the Undo key.

Once an object has been created, Easy-Draw has a number of powerful editing capabilities, allowing you to rotate, stretch, flip or create a mirror image of the graphic. When used in conjunction with Migraph's Easy-Tools, the subject of the next article in this series, the editing fea-



tures give you all the power you'll probably ever need.

Easy-Draw allows importing of ASCII text or typing of text directly into a text frame. The text can be set in a variety of point sizes and attributes, such as bold, italic, light, outlined, underlined, justified, or any combination of these. With version 2.0 and up, GDOS fonts are used, such as those used by Timeworks DTP. That means, if you know how to modify the ASSIGN.SYS file, you can add other GDOS fonts, some of which are in the public domain. [Ed: For more information on GDOS, an excellent article by Douglas Wheeler is available on the major information services and local BBSes, usually under the name GDOSHELP.]

The SuperCharged version of Easy-Draw allows importation of Degas, Degas Elite, NeoChrome, MacPaint and .IMG pictures via the SuperCharger program. SuperCharger gives you the option of remapping color pictures to black and white, using four methods: map to black, auto-mapping using a 2x2 matrix of four pixels to represent each pixel of the original picture, auto-mapping 4x4 and table-mapping 4x4.

Mapping to black allows you to: map all colors to solid black while leaving all white areas unchanged; map all colors that are approximately 30 percent black to solid black and the rest to white; map only colors that are over 70 percent black to solid black and all else to white.

The two auto-mapping features often give excellent results for digitized and scanned images or low-res pictures with a lot of color. Though these methods take considerable more time (and memory) to convert the picture, the enhanced output is well worth the extra effort.

If the auto-mapping features still don't give you what you want, using table-mapping allows you to select the patterns SuperCharger will use to remap the imported image.

Once your page has been produced, you can print it by selecting the Output option in older versions of Easy-Draw, choosing Output in the new SuperCharged versions or by executing the Output/Outprint programs from the desktop. Users of Timeworks DTP or PageStream publishing programs also have the option of directly integration of Easy-Draw files into their documents. This makes Easy-Draw an excellent addition to the desktop publisher's program library. If using Easy-Draw to print you pages, on other than an Epson-compatible 9-pin printer, you may need to buy additional drivers from Migraph.

If any of the features of Easy-Draw sound like something you could use, I highly recommend you buy this package. Not only will you get an outstanding product, you will also get friendly and knowledgeable help from the Migraph staff at their technical support line.

They are very dedicated to supporting their products and have been extremely helpful and courteous. When we've contacted them when we had a problem with one of the three supplied disks what come with SuperCharged Easy-Draw, Migraph quickly come to the rescue. Within a week, three new disks were delivered to us at no additional charge. None of the programs are copy-protected and hard drive installation is a breeze — the manual even gives you step-by-step instructions on putting Easy-Draw on to your hard disk.

SuperCharged Easy-Draw requires 1 meg of RAM and is available on single or double sided formats. The package also comes with an accessory allowing Degas or IMG snapshots of your screen for later importation into SuperCharged Easy-Draw.

If you're looking for a program allowing you to create professional graphic-oriented flyers and documentation, take a good look at Easy-Draw. Chances are, you won't look any farther!

SuperCharged Easy-Draw (ver. 2.3) lists for \$149.95. Easy-Draw (ver. 2.3) lists for \$99.95, and owners may upgrade to SuperCharged Easy-Draw for only \$49.95 with the return of the original disks. Owners of older versions of Easy-Draw may upgrade to version 2.3 (without SuperCharger) for only \$32.

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MuZap! The game that teaches music

by Patricia Snyder-Rayl

Haven't heard of MuZap? No worry, since the music teaching program was unveiled at the Toronto Atari Users Convention at the beginning of November and is not available from a US distributor.

The program was a smash hit, with Philippe Therien, the creator of the software, almost constantly busy demonstrating it for fascinated show-goers. His booth was so busy and filled with people, it was difficult for me to get a chance to talk to him.

MuZap is a new idea in teaching children and adults to read music. I say adults as well because, as the manual says, "The game includes different levels of difficulty, different tempos (speeds) and different keys. Hence it is designed for all types of player, young and old, musicians and non-musicians alike."

I saw children thrilled at playing the software at the Toronto show, and I know it helped me brush up on my very rusty music skills. I used to play the flute in high school as well as having two years formal piano lessons, but I don't care to say how many years ago that was! This program was easy to use and more than a little entertaining as I worked on my music skills.

The basic premise is very simple. There is a treble and bass staff at the top of the screen, and a set of piano keys toward the bottom of the screen. On the piano keys is a little rocket, which is moved with the mouse. Your object is to fire at the notes as they come across the staffs before they fall and crack your keys. You only have three keys (lives) to

replace the ones which get cracked when you make a mistake. To fire on the note and "blow it away," you need to place the rocket on the right key (in the right octave) and press the mouse button.

This seems simple enough, until you realize that not only do you have to guess the correct note, but some notes travel across the screen faster than others! Whole notes travel the slowest, and sixteenth notes travel the fastest. In other words, the movement of the notes gives an visual indication of the note's actual duration if it was played.

So, you've got that part of the game down, eh? Well, just about then, MuZap throws two notes at you at once, instead of only one. I was really having trouble keeping up with four notes at a time! (Ok, so I started at beginner level!)

Once your three spare keys are gone, your turn is ended. The program keeps a record of your past work and compares it to how you do in the future. If there is more than one person using the software, the program will compare how you do against the other users.

There are two parts to the software: speed reading and ear training. I already told you about the speed reading. There are two parts of speed reading as well — random notes and melody. Random notes just sends over notes as the computer thinks of them. Melody displays the notes of a melody, and you have to keep up with the notes. Ear training is for those people who can pick the melody, but don't know how to read music. With this option, the computer plays a tone, tells you the name of the note, and you have to press the mouse button on the correct key. Random is hard enough, without having to try to learn the melody by ear!



You can chose beginner or advanced settings, the key signature and the speed settings. The program asks for your name before you can play, and gives you notes of encouragement if you don't do as well as you've done in the past, and also praise when you do the best yet.

There are 50 melodies of varing difficulty, from christmas songs to children's songs to traditonal and classical melodies. If you don't want to play them yourself, you can have the program play them for you, either one at a time, or "concert" where the computer goes through the songs and plays them for you.

Because the software was developed in Canada, the program boots up a selection box asking you to chose French or English. The manual is also written in both languages, and read as a "flippy" where one cover starts the English and the other cover starts the French version.

This program has something to offer the whole family and music lovers in general. If you have always wanted to learn to play the piano and read music, you couldn't find a better educational package. MuZap is available from Philos Software, Inc. Box 1322 PO DesJardins, Montreal, Quebec, Canada H4G 1B5. Philippe Therien is asking \$49.95 plus \$5 shipping and handling for MuZap. Please make funds payable in Canadian currency or call (514) 766-6029.

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The SpartaDos X Cartridge

by Keith Joins (MACE)

(Special thanks is given to Bill Aycock, another beta tester, for his assistance in editing and making corrections to this review.)

By the time you read this, the Sparta-Dos X cartridge, a long awaited release from ICD, should be on sale. The people who brought us the MIO, the US doubler and the disk-based version of SpartaDos have now given us a DOS so fast and powerful that once you use it, you will never want to replace it with any other DOS currently available. After having used SDX for over two months while beta testing it, I can't understand how I ever survived without it.

The cartridge itself is similar in appearance to the R-Time 8. It is easily opened so you are able to replace the socketed ROM. This is a fairly simple procedure. I have done it twice and if I can do it, anyone can. This will be the method used for any future upgrades — no soldering, thank you!

The cartridge allows for piggy-backing another cartridge, such as the R-Time 8, Action!, BXE, MAC-65, etc. I am using it with a MIO and the XE adapter. Tom Harker of ICD has said they are looking into manufacturing some type of adapter for the XL to avoid the need to stack as many as three cartridges in the XL slot.

The cartridge is packed with 64K of code. There is no disk needed with SDX as all of the external command files are resident in the cartridge and load with amazing speed. The DOS is totally relocatable! The need for this will become

apparent as you become familiar with SDX. It is this relocatability that has caused the long delay in completing SDX. Anyone who has ever tried to write an application program that is relocatable, let alone a system program, can appreciate the magnitude of this project.

Now let's take a look at some of the new features of SpartaDos X. Something that you have to learn at once is that there is now a new set of identifiers. The first one you learn is CAR:. This is the cartridge itself. We can issue the command DIR CAR: and get a directory of the cartridge as follows:

Volume: Cart 4.0 Directory: MAIN

- ♦ SPARTA SYS 7072 8-24-88 4:01p
- ♦ MENU COM 6688 8-25-88 12:01p
- ♦ COMMAND COM 4723 8-25-88 12:03p
- ♦ INDUS SYS 2498 8-11-88 5:09p
- ♦ ARC COM 3289 8-24-88 5:26p
- ♦ X COM 1999 8-24-88 4:01p
- ♦ ATARIDOS SYS 1815 8-24-88 4:02p
- ♦ CAR COM 1600 8-24-88 4:01p
- ♦ CACHE SYS 1224 8-23-88 9:53a
- ♦ UNERASE COM 1056 8-24-88 9:55a
- ♦ TD COM 1016 7-22-88 12:07p
- ♦ RAMDISK SYS 1048 8-19-88 4:56p
- ♦ SIO SYS 970 8-16-88 5:34p
- ♦ FIND COM 831 8-25-88 12:53p
- ♦ CLOCK SYS 698 7-22-88 12:49p
- ♦ JIFFY SYS 614 7-25-88 10:48a
- ♦ DUMP COM 567 7-26-88 11:41a
- ♦ KEY COM 505 7-19-88 8:42a
- ♦ CHTD COM 372 7-26-88 11:47a
- ♦ CHVOL COM 298 7-12-88 9:10a
- ♦ RPM COM 388 8-25-88 1:50p
- ♦ RS232 COM 147 7-07-88 3:59p
- ♦ 0 FREE SECTORS

Remember this is the beta version and the directory entries might be different on yours, but not much. A number of the .COM files will look familiar to seasoned SpartaDos users. These are the external commands and they have the same functions in SDX as they did in the disk-based version.

The next new group of identifiers used is A: through I: (or 1: through 9:), which represent drives one through nine. DSK is now the identifier for the old D: and is always assumed. Therefore D: is no longer the default drive, but rather is drive four. So, you can reference drive one as 1:, D1:, DSK 1:, or A: — your choice. The default drive is now just a colon (:) since a single D preceding a letter or a number is ignored.

Other identifiers are PRN: (the printer), CON: (the "console", or screen editor), and COM: (the RS232 port).

This takes a little getting used to, but becomes second nature after a bit. Any MS-DOS users will feel right at home. I learned CON: very quickly when attempting to create my first AUTOEXEC.BAT file (not STARTUP.BAT — more MS-DOS compatibility). I kept on trying to use the command: COPY E: AUTOEXEC.BAT. I'll let you figure out what happened!

These new identifiers can be accessed from Basic by preceding them with a 'D'. LOAD "DF:FILENAME" will load filename from drive six. Of course, you could still use LOAD "D6:FILENAME" also, so there's no problem with compatibility.

If you take a look at the CAR: directory again, you will see some files with the extender ".SYS." These are handlers that you can choose from to configure your system the way you want. SDX will

load several of these as a default configuration. SPARTA.SYS and SIO.SYS must always be loaded as they contain the actual SpartaDos disk driver and the SIO routines. The default configuration will also always load ATARIDOS.SYS and INDUS.SYS. ATARIDOS.SYS will allow you to access AtariDos type disks. INDUS.SYS will re-program any connected Indus or Happy-enhanced drives to enable high speed I/O. I have an Indus GT and this handler works great!

RAMDISK.SYS is the SDX ramdisk driver. You may install multiple ramdisks using any unused drive numbers in any size up to the total amount of available banked RAM. You specify the size of the ramdisk by entering the number of 16K banks to be used. For example: RAMDISK.SYS 8 2. This will set up a ramdisk as drive eight using 2 16K banks of RAM. The ramdisk will be formatted automatically unless you had previously installed the ramdisk with the same number and size before performing a cold start and without losing power to the RAM. This means that you can use the COLD command which re-boots the system and still retain the contents of your ramdisk. By the way, the ramdisk is formatted in double density.

CACHE.SYS, when installed, will use one 16K bank of extended RAM to add buffers to SPARTA.SYS to make floppies seem to run faster. This handler is not loaded as a default.

CLOCK.SYS and JIFFY.SYS are loaded dependent upon your system. If you have a R-Time 8 then CLOCK.SYS will load. Otherwise JIFFY.SYS will load as the default. One or the other must be used for any Time/Date commands.

Each of the handlers except INDUS.SYS takes up memory. Therefore you don't want to use any that aren't needed. To do this, you can set up a configuration file of your own. When SDX boots, it will check drive one for a file called CONFIG.SYS. If the file is present, SDX will use that file for the list of handlers to load. If there is no CONFIG.SYS file, then the defaults will be used. Booting with OPTION held down will override any disk-based CONFIG.SYS file and will use the default configuration. You can also choose what area of RAM SDX will use. The choices are OSRAM (RAM under the OS which is the default on a stock XL/XE), BANKED (expanded memory), or NONE (normal RAM which would usually be used only with a stock 800).

SpartaDos X now supports over 1,400 entries in a directory, a real blessing for hard disk users. There are now two valid directory name separators; the usual ">" has been joined by the MS-DOS "\". Also, SDX recognizes the MS-DOS MKDIR, CHDIR, and RMDIR commands, which are equivalent to the old style CREDIR, CWD, and DELDIR. Note that the longest path name allowed is still 63 characters.

There are several new commands available with SpartaDos X. The first of these is the ATR or Attribute command. This is really an enhancement of the old PROTECT and UNPROTECT commands which set or cleared a protection bit in the filename entry. The protection bit is now manipulated by the ATR command. You would use ATR +P FILE.EXT to protect a file, or ATR -P FILE.EXT to unprotect it. In addition, two new bits are

available: the Archive bit and the Hidden bit. The Archive bit is cleared when a file is created or written to, and set when the file is backed up by a backup program, such as ICD's FlashBack! which supports it. The Hidden bit allows you to hide a file or directory so it can be loaded as a command only. Commands like DIR, COPY, and TYPE will not see these files unless you specifically include the attribute with those commands.

The RUN command has been eliminated, the thinking being that it was never used except to re-boot the system (with RUN E477). To take the place of this, the COLD command has been added. COLD by itself causes a reboot. There are also two options, C and N, which disable SDX and allow you to boot up a disk-based DOS such as Atari DOS or an older version of SpartaDos.

Users of SpartaDos will remember that you used the CAR command to return to the built-in Basic on your XE/XL or to the cartridge that you had installed. Since SpartaDos X does not dump you into Basic when it boots up but rather ends up at the DOS prompt, and since it can have another cartridge installed in it, you have two different commands available. The BASIC command will take you to the internal basic on the XE/XL machines. The CAR command will take you to whatever cartridge you have plugged into the SDX cart. In order to return to DOS without losing anything in the editor of whatever language you are using, it is necessary to have a type of MEM.SAV file for each command. These files can be established as part of your CONFIG.SYS file or from the DOS prompt.

The form for this is SET CAR=Dn:filename for the cartridge and SET BASIC=Dn:filename for basic. (The SET command is used to set various environment variables, of which CAR and BASIC are two.) While this feature may seem to be a regression, it is necessary due to the relocatable nature of the DOS.

CAR and BASIC are automatically set to I:CAR.SAV and I:BASIC.SAV when you boot up. You can change these assignments, but you also have the option of deleting them. If these variables do not exist, then the memory save feature will be disabled and either Basic or the cartridge will be entered cold. When calling DOS from either Basic or the cartridge, you will be given a warning if the memory save feature is disabled so you can save whatever you are working on to disk first.

I must admit at first I did not care for this feature. However using a ramdisk for this file makes the delay in saving and reading almost unnoticeable. It also allows you to go from DOS to internal Basic to a cartridge without losing anything in memory! I have found it to be well worth the small delay it causes.

You can enter the cartridge or internal BASIC with the CAR and BASIC commands. Both these commands allow you to specify a filename with any needed parameters. The binary file so named will be run when the cartridge or Basic is entered. This is how, for example, you would run a compiled Action! program that requires the cartridge library.

[Editors' Note: Because of space limitations, we will run the second half of Keith's review in the January, 1989 issue.]

The Triple Pack

by Tim Feenstra (GRASS)

The evil Dictator is back, known now as "The Dragon," and he has taken several hostages. As Commander J. P. Stryker, you lead a commando paratroop group in an assault to free the captives. Jumping from a helicopter, your force is taken under fire from a machine gun. The advance causes losses, but once in range, the machine gun can be knocked out with a hand grenade, only to be replaced quickly with another one.

Once past the machine gun and in the sanctuary, you must provide cover fire as the hostages cross the courtyard. With tanks, trucks, trapdoors, and a soldier throwing rocks from above, the captives break for their freedom across the court. Those that survive are then flown off the island by copter, which must run the island's automatic defenses. Finally, you face The Dragon alone in the ancient caves below, for the final showdown.

Beach-Head II is a one or two player game in which you may play the allied commander or the dictator's evil forces in an animated commando scenario. It is the best of the three games that come in the Triple Pack package. The graphics are quite good, the movement of objects is pretty smooth and the action is nonstop. You can also skip to any of the four screens to practice before taking on the entire game. Most of the game layout is new, and the four screens are not repetitious of each other. Game control is good (if your joystick isn't worn out). The main complaint is with only four screens to work with the game does run out of surprises fast.

Also included in the set is Beach Head and Raid Over Moscow. Beach Head also puts you in command of an assault force out to defeat the Dictator.

This time you start with the task of destroying the enemy air force, and then the navel fleet. To achieve a surprise attack, you will also have to run your fleet through a narrow channel that is mined and has torpedoes shot at intervals. If you do not wish the advantage of surprise, you will be awarded more points to engage and defeat the enemies' forces, which will be more prepared for you than if you had surprised them.

Once ashore, you use tanks to assault the island's defenses and attempt to destroy the Dictator's fortress. The five action screens of this game are very repetitious, with the shooting screens using the same action three times. The air and navel screens, being exactly the same, should have been combined to reduce the repetition and provide more of a challenge. The graphics aren't bad, but boredom sets in quickly. Easily mastered, this game will probably end up in the disk box with the cobwebs on it.

Raid Over Moscow, the third game, can easily be described in one word. ZAXXON. Upon starting, the game (playing the Russians, of course) launches a nuclear strike against the United States. To stop the attack, your first task is to launch your stealth fighter from the orbiting space defense station. Though not too difficult, this screen seems a little silly, for if I were to park my stealth up there, I would park it facing the exit door, wouldn't you? Anyway, once launched, using the strategic world overview, you proceed to the missile site that launched the strike. Once near the launch site, the

second action screen lets you blast your way ZAXXON style to the silos. There are five silos, but if time is running out, just blast the large one in the center and the missiles will be destroyed. Do this two more times for the other launch sites and then you can attack the main control site in Moscow, if you caught the other three sites before they hit. Let the strike hit the US before you destroy the silos, and you get to do it again for that site.

Once in Moscow, you are put afoot to assault the defense center from behind a wall with a rocket launcher. Don't stay still for long or you get blasted by enemy troops or tanks. Blow the blue door in the defense center building and you're in the reactor room. The reactor will go critical mass and explode if you can destroy the maintenance robot that injects coolant into it. To do this, you use special discs, and you bounce them off the back wall to hit the robot from behind. Of course, the robot is going to defend himself, so don't stop in one place for long. Did I tell you each robot (yes, there are more than one) must be hit four times to be destroyed? Perhaps I mentioned you only have a limited number of discs? You can catch discs that don't hit the robots, but once they're gone, you go backwards a screen to fight your way into the defense center again (if you have any surviving men that is). One more thing, the last robot will be very angry with you. He will not keep the reactor cool. You can only escape the upcoming explosion by destroying the last robot in time to get away. The graphics are ok, but playing brings on a desire to play the above mentioned game.

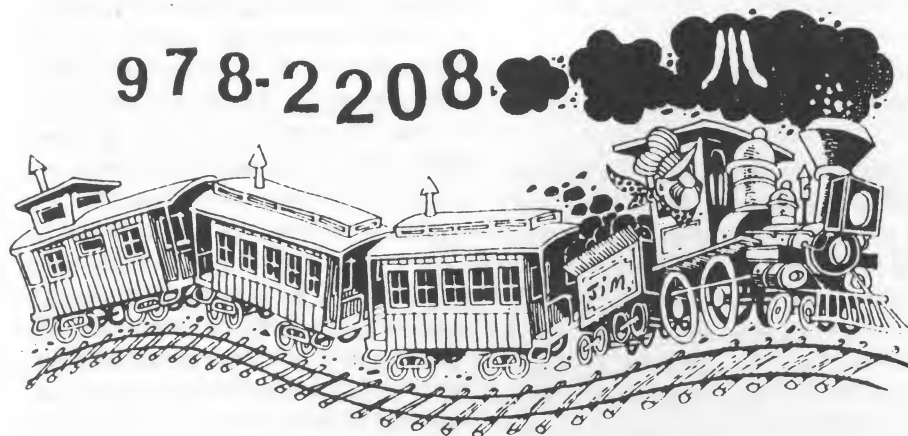
In general, the box looked nice, but the instructions are the discount fanfold type, adequate to learn the games, but easily lost in any drawer that contains more than a few other instruction books. If you can find Triple Pack at a discount price, it should be money well-spent. I don't play arcade games much anymore, but I will keep my eyes open for a good deal on it to get Beach Head II. Use the other two games (and your old joysticks) when friends invite themselves over to play your new games.

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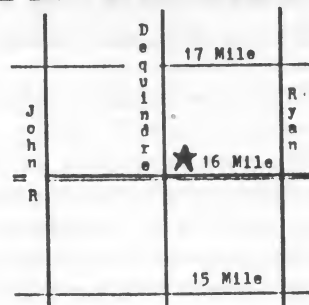


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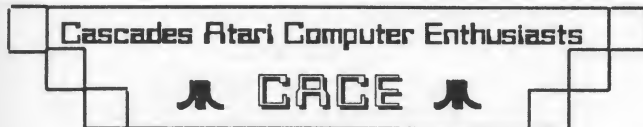
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Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Brent Fisher	764-4599
Vice-President	Bob Kingsbury	789-7533
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The current membership dues are \$10 per year, or \$14.80 if you wish to subscribe to Michigan Atari Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

Fishin' Around by Brent Fisher

Good evening, or morning, or afternoon, or whatever time it is that you happen to be reading this. Congratulations are in order to Craig Schaff, as he is assuming the role of treasurer from Scott Boland. Scott is retiring from the post after three years of exemplary service to the club.

For next month's meeting, every paid member who shows up will receive a copy of the new Disk Of The Month. This also applies to anyone who shows up at the meeting and pays their dues on the meeting day. Which reminds me the next meeting will be held on Sunday, December 11 at 1 pm. Also check your address label — if it is circled in red your dues have expired. Special note to those of you who get your newsletter through MAM. There has been a price increase of five cents per issue to the user groups. This means that you will now be paying \$14.80 per year instead of \$14.20, not a bad deal when you consider what you get from the magazine.

This month I have to report Electronic Arts has canceled its support for the excellent word processor PaperClip, they will no longer be offering this excellent product for sale or offering any upgrades for it either. If they want to cancel games for us 8bit people that is one thing, but now they aren't even supporting application software. If anyone has comments on this send them to: Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

Last month Harold LaRue volunteered to put up a board if the club would help foot the phone bill. At the upcoming meeting we will be asking the attending membership to vote on whether club funds should be used to purchase a club modem. If anyone has a disk drive or a modem you are not using, please let the officers or Harold know.

By now most of you have either heard of or read about the ST-like operating system for the 8bits. Last month Scott Boland brought in a demo of GOE, Graphics Operating Environment that works with a ST mouse, keyboard or a joystick. Trust me, this is something that you should get a look at if you have an 8bit computer. Well, that is all for this month. See you at the meeting.

Just An Opinion by Jimmie Boyce

In the last issue I was criticized for complaining about the members' participation (or lack there of) in club projects and this type of complaining should be stopped because it is disturbing to the members. Quite frankly, I don't care about the sensitivity of the membership of CACE, any more than I care about the sensitivity of the citizens of Jackson. When a club dumps all of the responsibility on a few and does not and will not give any input or support as to what their needs are — then there is no club. So don't criticize me, tell me what you want this club to do for you, give me a direction to follow, give the hard working, caring leaders of this club an idea of what is needed and they will respond.

Treasurer's Report by Craig Schaff

For those few of you who weren't at the CACE November meeting, Scott Boland stepped down as Treasurer. I can't give you a "to-the-penny" account on how we are doing financially, but I can tell we are doing fine. I would like to thank Scott for doing a job very well done!! If you didn't know, Scott Boland had been the club treasurer ever since the CACE club was founded back in '85. From me and rest of the club members, past and present, thank you for a job VERY well done!!

Ask Tim by Tim Sharpe

The response to my request for letters last month has been overwhelming. Here are a few of them: I am interested in computer graphics. I was very impressed when Dan Rather showed an illustration of President Reagan's colon on the CBS Evening News. Was this illustration done with a computer? *[Rumor has it that it was indeed computer generated. Several programs have hit the market in response to the colon publicity, and two are available for Atari computers. The first is called "The Colon Generator" and is manufactured by Grodee Software. This program allows you to create, save and edit colon illustrations. The second program is a game called "Spot The Colon" by Isnothing-sacred Software. The object of the game is to find a colon using clues given you periodically throughout the program.]*

I hate your column. I hate you. You are a moronic imbecile, an idiot, and a fool. You're a disgusting, perverted, dull, boring, skeptical, tedious, fraudulent, vacuous person. What do you say to that? *[Me, skeptical? I seriously doubt that.]*

The 8bit CACE Virus by Tim Sharpe

So what's a computer virus, you say? Glad you asked. I would like to announce that I've created an annoying little 8bit bug that should help demonstrate what computer viruses are.

In the not-to-distant past, a computer program was always assumed to be a benevolent entity. But recently a new style of programming has become vogue: malicious programming. Enter the computer virus. The virus exists in different forms on different computer systems, but they are alike in several ways: 1) They are computer programs, 2) They go unnoticed by the user, 3) They are counter-productive.

And now, a little demonstration. You can obtain the virus program through the club library. It is called "VIRUS.OBJ." Copy this file to a diskette that has both DOS.SYS and DUP.SYS files on it. Rename the virus program to AUTO-

RUN.SYS. This allows the virus to load and operate undetected (like most do). After a few moments, BASIC should appear with its usual READY prompt. Now give BASIC a command such as LIST or PRINT "SO WHAT TIM" and hit the RETURN key. BASIC will quickly come back and give you an error, telling you you typed something wrong. Why? Because the virus is scrutinizing much of the input/output of the computer and randomly altering it. BASIC thought you mistyped because by the time it got the command, the virus had already tampered with it. Let's go to DOS and erase that pesky virus from the diskette. EGADS! What's this? A message telling me the virus will consider letting me go to DOS? After a few seconds, it will let you proceed to the DOS menu. But not without cluttering it up a little, just for spite.

Anything Goes by Craig Schaff

I'm sorry to report that our 'unknown hero' has left us. But he should be back in a month or two. It seems at that he has received his orders to go to a Top Secret location. Fortunately, it was rumored that it had something to do with computer-chemical warfare... yep, THE VIRUS!!! If you remember back a few months ago, our unknown heroes instructor, Ronnie Ramdisk, had a terminal infection, will it turns out that IT was caused by the VIRUS!! It totally whipped out his memory!! If I hear any more from him I'll pass it on. Until then, Keep your fingers nimble.

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CAPITOL HILL ATARI OWNERS SOCIETY

CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are \$15.00 per year and entitles members to a 1-year subscription to the Michigan Atari Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to: CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. Interest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. The meetings take place at the MSU Physics-Astronomy Building, Physics Road, Room 118. Meetings begin at 10 a.m. sharp and last until 1 p.m. Members and guests are welcome to any SIG meeting that interests them. To get to a meeting, take East Grand River to the Collingwood Entrance for MSU. The first available left turn is Physics Rd. The Physics-Astronomy Building is about 1 block from the corner, on the right hand side. Park in the gated lot just past the building.

Illegal copying, or any violation of copyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

The Presidential Address By Leo Sell

I hope you enjoyed the Colossal Computer Sale on December 3 and 4. Putting it together has been an interesting experience to say the least. While there are things I would do differently in the future, overall things went very well, and Lansing got a Computer Sale that has been sorely lacking. Special thanks to all of you who helped so much with the club tables. It takes a lot of effort and dedication to put forward a good image.

As some of you are well aware, numerous things are happening these days that affect the well-being and future of CHAOS. The key things, as always, require involvement of the membership. For instance, we need someone to get a hold of the Disk Library and turn it into the moneymaker it was. Our revenue has been down for a long time, and the library is a key to bringing it back up. The primary thing a person needs is ENTHUSIASM!!

Other important questions involve things outside the club. Namely, membership in the Michigan Computer Consortium and its required involvement in Energy Magazine, and whether to continue participating in Michigan Atari Magazine or to change to some other method of publishing a newsletter.

Michigan Computer Consortium

Let me address the Consortium question first. CHAOS was a founding member of MC2. Its primary purpose at the time was to publish a combined newsletter for all participating, local clubs (sound familiar??) and to disseminate information about the clubs to the mid-Michigan area. For several years, the consortium conformed to these common purposes to the benefit of all the clubs. Unfortunately, the purposes of the consortium never expanded much further. The present purposes of the consortium seem to be the MAXIT Show (primary) and production of Energy.

Some years ago, due greatly to financial problems, Energy

began to decline in the number of pages. For this, and other reasons, CHAOS approached other Atari clubs about producing a joint, Atari-specific newsletter. That joint effort started out as the Mid-Michigan Atari Magazine and later became the Michigan Atari Magazine. As a result of our involvement in a newsletter better suited to meet our needs, we stopped involvement with Energy. Since we disagreed with the philosophy behind MAXIT and no longer participate in Energy, our involvement in the Consortium has been very limited (I don't go to meetings for meeting's sake). Despite the lack of common interest, we have remained a member of the consortium to better provide communication between CHAOS and the other clubs in the area.

Unfortunately, it appears the relationship must come to a close. MC2 has established a new policy requiring participation in Energy as a condition of membership in the consortium. According to PRESENT policy, it would cost the club \$6 per year per active member to participate. While I do believe there is benefit to knowing about other clubs, machines and events, I cannot recommend participation. I asked the consortium if we could offer an option to those members who wish to receive Energy and thereby fulfill the requirement of participating in the magazine, but the policy they have adopted requires that it be received by all members. The alternatives then are nearly doubling our monthly newsletter expense, raising our dues, or declining further participation in the Michigan Computer Consortium. It is with regret that I have recommended the latter. Perhaps in the future, if the policy or our needs change we will be able to rejoin the Consortium. Until then, we will wish them goodwill and trust that our relationship will remain warm and positive.

Michigan Atari Magazine Problems

Another unfortunate issue involves further participation in Michigan Atari Magazine. Several recent events require that we consider alternatives. I'm not going to trot out a laundry list of the problems we have had over the past year or so. Suffice it to say that a pattern of behavior has been displayed that makes me very cautious about dealing any further with the present publishers of Michigan Atari Magazine. The biggest disputes relate directly to an question of ownership of the magazine. The questions I have the right to ask as an owner are not the same as those I may ask as a customer. When MMAM started, it was a collective effort of the clubs involved, collectively owned by those clubs. Collective ownership gave all of the clubs a voice in policies and procedures. Now, the present publishers claims ownership and therefore the right to set policy without question.

The result has been disputes over such things as reprinting articles from exchange newsletters, whether to print "Address Correction and Forwarding Requested," and my being refused proof of need this past summer when a price increase was *announced*. I emphasize the word "announced" because in at least one place the publishers claim they told user group presidents that "it looked as if there would be a cost increase of 15 cents per issue"... giving "two months to discuss the matter with their club." I don't often misunderstand statements — and I was told

there *would* be (not might be) an increase. Other "regular" contact has been claimed but the only contact I have received has involved price increases or disagreeableness.

Some disagreement is inevitable and can be overlooked. There comes a time, however, when things go too far. For me, it was when I asked the publishers for financial information regarding the need for the announced price increase. I was told in so many words it was none of my business. And yet, insultingly, much of the information I asked for was later published in ZMAG, an online magazine that covered much of this summer's dispute. This, and other discourtesies, finally caused me to rethink our relationship. In short, I now question the reliability and credibility of the publishers and the wisdom of continuing any further relationship with them.

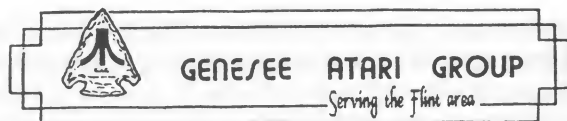
A more disquieting issue is that of ownership. The present publishers now claim full ownership of Michigan Atari Magazine with all resulting authority and policy making power. Such was not the case when they took over the PUBLISHING duties of the magazine. Ownership was never transferred and yet they now claim it. To me, this is another issue of bad faith.

Several weeks ago, the first-ever meeting of all clubs participating in MAM took place. Some of these issues were discussed. But most time was spent on the ownership issue and the ensuing authority and policy questions. Furthermore, the publishers refused to agree to share any authority with the participating clubs and made a claim of ownership that I believe cannot stand up in court. Despite the misgivings of several of us, a proposal was put forth to bring the issue to a peaceful close. The publishers agreed to print the proposal in the December issue of the magazine. If they did so, you can read it in its entirety. Essentially, it is proposed the clubs relinquish all claims to ownership in return for membership on an advisory board and for a nonspecific guarantee of club pages in the magazine. The board would have no authority and would be solely advisory in nature.

As you may guess, I don't believe such an agreement is in the best interest of the participating clubs. To me, it is vitally important a collective magazine like MAM be controlled by the user groups participating. They might arrange for someone to do the actual publishing — but the groups set policy and have all authority. The present publishers of the magazine disagrees with my philosophy and insists on ownership and reserving all authority to itself. I cannot accept this. Therefore, I have recommended CHAOS withdraw from Michigan Atari Magazine as soon as an acceptable alternative is available.

The Future

Well, perhaps we will spearhead a new joint newsletter venture. Perhaps we will produce one only for ourselves. Perhaps participating in Energy will be to our advantage after all. In any event, we will endeavor to provide the highest quality we can within the constraints we are working with. One of those constraints is YOU. We will need involvement from more people to put out a high quality newsletter. From writing articles, to editing, to production, we will need your help. Feel free to pitch in!



President's Report by Jerry Cross

Just a few bits of news this month. Our trip to Toronto did not bring us much money in disk sales, but we did bring back a lot of interesting news and even some brand new products to show! Our booth was sort of ...blaahh, because it was next to impossible to get anything across the border. If it wasn't for the help of the Toronto Atari Federation, which hosted the show, I would not have had a booth at all. They were kind enough to supply me with an entire ST and 8bit system to demo our disks on. Thanks guys!

With luck, I will have an interesting demo at our next meeting. The Diamond Graphic Operating System (GOS), which gives 8bit users an ST-like desktop. It even allows you to take an ST mouse and connect it to your Atari 8bit system! Also, the Xformer II program for the ST. This program will allow you to connect an 8bit disk drive to your ST and run 8bit programs directly! With all this hardware/software switching it's going to be hard to tell which is the real ST or 8bit!

In other business, I am going to postpone the Saturday Workshops for a while. Attendance has been very poor, and it was not worth the time and effort put in by the few who attended. Besides, it wasn't fair to the community director to have to give up his Saturday to open the school for 3 hours for only a few people. If there is a demand for this in the future, we will start it again.

Finally some sad news. Faye Hanners, a long time GAG member, passed away last month. Faye has shared many of her graphic programming hints, and was especially good at picture dumps and other printer graphic applications. She taught us many, many things, and we will greatly miss her at our meetings.

That's it for this month, see you at the next meeting.

The Genesee Atari Group is a non-profit group of Atari Owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari Personal Computers. This organization is not affiliated with Atari, Inc. GAG meets on the second Wednesday of the month at Neithercut School, located at 2818 Crestwood Dr. Meetings begin at 6:30 p.m. All are welcome.

Membership is \$15/year. For information, contact Jerry Cross at (313) 736-4544 or the FACTS BBS at (313) 736-3920.

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GKAUG meets the second Saturday of each month at 11 a.m. in the Dewing Hall, room 305, on the Kalamazoo College Campus. Corner of Academy & Monroe. Dues are \$25/yr.

President:	Frank Fellheimer	657-6106
Vice President:	Dan Youngs	
Treasurer:	Dave Bryant	
Librarian	Dale Vincent	
Archiver:	Dave Oldenburg	
SysOp	Alex Stevens	
	GKAUG BBS:	(616) 657-2665

Not so many at last month's meeting and there was much to see this trip out. We set up our 8bit system and did demos on "Gauntlet," "A Day at the Races," "Bop & Wrestle" and "Infiltrator." All very fine games and a pleasure to see available for the Atari.

We also had a demonstration of the Amiga 2000 computer with a 40Meg hard drive. A most impressive system. Resolution of pictures and games was something to see. We are always pleased to have other computer systems available for examination and demonstration. We have not yet officially provided other computer support but we would certainly make time available for other system users if they would like to join us.

Our next meeting is scheduled for Saturday, 09 December 88. We will have additional demos available along with Analog #64 which was delivered last month with nothing on it.

Dale Vincent has made a printed listing of our library and will include a listing on our BBS in the near future. Bryant/Oldenburg and myself spent about 5 hours working on the BBS. We have made (I hope) what we believe, to be several improvements. I hope you take the time to look. We are up to 50 users now, and have had callers from as far away as Ohio, Illinois, and Indiana.

Elections are coming up and it looks as if I will be able to take over as the president for another year, if elected. Dale Vincent may take over as the treasurer giving Bryant more time to work on programming, which we have had him doing most of last year anyway. We appreciate all the help he has given us in the past, and look forward to his help in the future.

We received programs from MAM magazine on our last visit to Ann Arbor and "Bop & Wrestle" and "Infiltrator" will be added to our library as soon as I can get the disks to our Librarian. I did the demo on them and then took them home with me...for shame!!

Please consider being an officer, there are many advantages to it and there really isn't all that much to it. I have enjoyed it, and have learned a lot. If you wish to be an officer, or participate in other activities, please let me know....I'll fix you up!! Looking forward to our next meeting.

Frank Fellheimer

Great Lakes 'GLASS', Michigans only
 Atari 'ST' only Users Group
 ST Support I ♥ MY ST!

GLASS Information: General Meeting, 1st Thursday every month at Athens High School, room 1528, 6 p.m. until 9:30 p.m., located in Troy, Mich., at 4333 John R Road, 1/10 mile north of Wattles (17 Mile). Guest are welcomed and encouraged to come! Planning Meeting, 2nd Thursday at same location. Members only. Mailing Address - GLASS, P.O. Box 99737, Troy, Mi., 48099 Phone - (313) 828-1653 (Steve Mileski, President) for info.

From The Desk Of The President...November 7, 1988

Did ya make it to the MIDI-Maze? Was it any good? Why am I asking these dumb questions?...because it hasn't happened yet. At least not as I'm writing this. By the time you read this though, it will be all over.

For a piece of humor (?) I'll tell you this is the second time I've written this article. The first time, after I was finished but before I had a chance to save it, the computer "hung-up" on me. We are talking BLACK SCREEN time, no bombs or nuthin'. Must be the electronic wizard's way of telling me it stank. Probably did too, cause most if it was about the coming GLASS elections. So, I will again mention them, but I won't drag on and on and on and on...

The gist of it was...It's time for all of you to consider stepping forward and nominate yourself or allow someone else to nominate you for one of our fine OFFICER positions. Help us have a choice. Running against a standing officer is not to say you feel they didn't do a good job, but rather, they did such a good job that you want to give it a try (and them a break). At the last meeting, when asked if I would run again, I replied, "This club will not go without a president." This does not mean I don't want to run for something else. I will always have a great deal of involvement in GLASS, it's like my family. Our treasurer, Emil Masler, will not be able to run again (no, not broken legs...new job) and a few positions weren't even filled last year. Those responsibilities had to be divided amongst the rest of us. So, if you felt GLASS helped you in the past, help GLASS now...RUN FOR OFFICE! (Hmmm.. Mr. Electronic Wizard, is this any better? Just 14 lines instead of four paragraphs!)

I had a good time last Saturday, I cleaned my computer room. You know, all those printouts, magazines, books, and empty pizza cartons we plan on getting around to someday. What made it fun was finding every issue of the Eye GLASS Newsletter for this year. It's interesting to see all the things we covered and did. From the news-letters, memory, and miscellaneous notes I found, I compiled an article called GLASS YEAR - 1988. Look it over (in this issue) and see all the things we did this year, it's more than I first thought...very impressive! What do we want to do next year?

Oh yes, you noticed you got this newsletter (the Eye GLASS) in the mail if you didn't make it to the meeting? We (the attenders of the planning meetings) figured it would help you keep in touch with what's happening at the general meet-

ings when your unable to attend. Too bad you missed out on the give-aways though. I've noticed other clubs hold raffles for members, ours is free. Although our general dues did not increase, the Michigan Atari Magazine portion went up from fifty cents an issue to a buck. Well, we started out paying eighty cents but it went up to ninety five cents. Who knows what will happen from here. That put a small hurt on the treasury. Now, if the cost raises again, we (the club treasury) will pay for it. If the cost lowers we will have more funds for software give-away.

Welcome three new members in November. Thomas Heiden of Warren, Dan Kageff of Center Line, and Ashley Lipson of West Bloomfield. We hope we can make you feel at home!

Now, for the GLASS GOLD STAR Member Of The Month I would like to introduce you to Garrett Buban of Sterling Hts. Even though Garrett is one of our younger members (age 14) his interest in computers and computing goes back many years. He is currently writing a shareware program (due to become GLASS-WARE upon completion) that can load an ASCII (text) file into memory with the capabilities of block mark and print, line and page scroll, and much more. His current favorite language is GFA Basic. Using version 2.0 and a compiler, he can produce some impressive programs. He would like version 3.0 (for Christmas maybe?) especially if there were a compiler for it. Garrett even led a GLASS study session in programming in BASIC a few months back. He isn't afraid to ask questions or give answers so talk to him at the meetings. A member since August of 1987, his attendance level is very high. Currently a freshman at South Lake High School in Sterling Hts., his future leans to programming after getting a doctorate degree, (probably at MIT). He says he likes the club and I take that as a great compliment.

GARRETT, we would like to thank you for your involvement and contribution in this user group and want you to know it's members like you that makes us great. We would also like to thank Garrett's father for providing him with the transportation to and from the meetings...I'm sure many young adults today would like to have parents that show the interest and concern you do!

ASTI Talks About...What did I miss in 1988?

By not being a GLASS member or missing some of the meetings in 1988 here is a re-cap of some of the things we saw and did (and YOU missed)! ...and this is for only 11 months.

Topics Jan. - Word processing seminar
 Feb. - Mike Gillies' MIDI MUSIC MADNESS
 Mar. - Data Bases seminar
 Apr. - DeskTop Publishing seminar
 May - Telecommunications demonstration
 June - Drawing programs seminar
 July - Programming in GFABasic seminar
 Aug. - The best of Public Domain software
 Sep. - DeskTop Accessories
 Oct. - Printers - 9 pin, 24 pin, ink jet, laser, and font carts.
 Nov. - External storage devices

Hardware Jan. - the two new club 520STfm's

Feb. - Keyboards, amplifiers, and speakers for Midi-Music.
 Mar. - Hard drives, first club 520STfm with 1 meg. upgrade.
 May - Null-Modem cable for ST link, print buffer by Practical Solutions.
 Oct. - MEGA4 ST, Atari Laser Printer, Hewlett Packard DeskJet, Tandy Color, Panasonic 24-pin with sheet-feeder, CITO 9-pin, and several more for gotten.

Nov. - MEGADISK, SWITCHBACK, DeskCart, ATARI hard-drive, and a home-built 64 meg. hard-drive

Software Jan. - Word Perfect, GFA Basic, Animator, and Perfect Match.
 Feb. - Music Studio, ARC/ARCSHELL, Dungeon Master
 Mar. - Test Drive, LabelJRB, DBMaster One, Base Two
 Apr. - Publishing Partner, Slaygon, Universal Item Sel. and TURBO-ST.
 May - Michtron BBS, FLASH, Slaygon, MT-C Shell, ChessMaster 2000
 June - VDOS, NeoChrome, Degas, Director, NeoDesk
 July - GFABasic 2.0, GUNSHIP, Tempus, ST-Talk Professional (demo)
 Aug. - Wheel Of Fortune, BackGammon, YAHTZEE
 Sep. - Many public domain DeskTop Accessories
 Oct. - Word300, PublisherST, 1stWord+, 24P_DUMP, JetSet
 Nov. - Desk Manager, FileSpy, New TOS (Beta)

Door Prizes (Members simply had to be in attendance on night of the meeting.) Jan. - An 'ATARI SAFARI' duffel bag and one GLASS Library Disk

Feb. - Dungeon Master and one GLASS Disk-Of-The-Month.

Mar. - Thunder and one GLASS Disk-Of-The-Month.

Apr. - Universal Item Selector Vers. 1.0

May - ChessMaster 2000.

June - Personal Money Manager and START Quarterly with disk.

July - GFA Basic 2.0

Aug. - one choice from GLASS Public Domain Library.

Sep. - Universal Item Selector Vers. 2.0, two GFABasic Reference Cards, and a ST Start Magazine with disk.

Oct. - A VCR Movie (new but non-computer related) and the Oct. issue of START magazine with disk.

Nov. - two choices from GLASS Public Domain Library.

Shareware Collection Jan., Feb. - ARCSHELL collections continued from 1987.

Mar., Apr., May - ARCSHELL closed with \$55 for author Charles F. Johnson. LABELJRB opened for donations.

June, July, Aug. - LABELJRB closed with \$15 for PACE (Pittsburgh Atari Users Group), DSLIDE and PCSW7 open for donations.

Sep., Oct., Nov. - DSLIDE/PCSW7 closed with \$37 for author John Brochu. SANDP21.PRQ open for donations.

OTHER Feb. - First 'official' GLASS officers installed:

President - Steve Mileski

Vice President - Byron Johnson

Treasurer - Emil Maslar

Librarian - Todd Meitzner

Public Relations - Mike Gillie

Corresponding Secretary - Paul Kubicz

Mar. - First club 520STfm 1 meg. upgrade completed.

Aug. - GLASS applies for Tax-exempt Non-Profit Corporation status.

Sep. - First GLASS NewsDisk...it's a hit! A new meeting room, larger.

Dec. - First annual GLASS OPEN HOUSE AND MIDI-MAZE INVITATIONAL!

Glass Supporters

GLASS wishes to acknowledge and thank the following for the support and encouragement they have shown us in the past year. RITE-WAY Computers, owner Ron Keiler, 11557 12 Mile Rd., Warren, MI has a) donated for free or at cost, software for the give-away program, b) provided ST equipment and other hardware for demonstration. MichTron, president Gordon Monnier, 576 S. Telegraph, Pontiac, MI has a) donated for free or at cost, software for the give-away program, b) provided us with new software for review and demonstration.



Grass's next meeting is January 3rd, at the Wyoming Public Library, 3350 Michael SW. Time: 6:30 p.m.

George Nosky	President/Treasurer	(616) 942-1527
2440 Parkridge Dr. SE, Grand Rapids MI 49506.		
Gary Heitz	Vice President	(616) 676-0112
Marvin Waid	Secretary	(616) 866-1998
Chuck Baughman	Librarian	(616) 795-7373
Gerry Borysiak	Director	(616) 896-9358
Steve Gilbert	Director	(616) 891-1785
Marek Kulikowicz	Director	(616) 957-2646
Tim Feenstra	Membership Chair	(616) 784-6230

[Editors' Note: The January Meeting was election night, but the results weren't available at printing time. We hope everyone at GRASS had a pleasaant holiday. We didn't receive the usual December articles from George in time to print include them in this issue. Please accept our apologies.]

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Michigan Atari Computer Enthusiast members receive the Michigan Atari Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community, as part of the \$20 yearly dues. Those members who do not wish to receive MAM may opt for the \$12/yr dues which does not include MAM. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. These libraries are always growing and expanding, with the 8bit library at more than 400 disks and the ST near 200! Eightbit disks are \$3 and the ST disks are \$4 each.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE officers can and will help. That's what a user group is all about -- helping each other get the most from our computing.

If you contribute an article which is published in MAM, you are entitled to a free disk from one of the club's libraries. MACE can be contacted at PO Box 2785, Southfield, MI 48037 or by calling Bill Rayl (313) 973-8825 or Bob Retelle (313) 483-2114.

Minutes from November MACE Meeting

The November meeting of the Michigan Atari Computer Enthusiasts was held on Nov. 15 in the Southfield Civic Center. President Bill Rayl called the meeting to order at 7:45pm, announcing the topic for the evening was Desktop Publishing.

Meeting Coordinator Bob Retelle spent several minutes discussing his visit to the Toronto Atari Federation's "Atari User's Convention" on 11/6. From his own perspective, Bob noted this was "the best Atari show I've been to yet." Bob also noted there was very little news coming out of Comdex over the networks.

Bill announced MACE has been offered the opportunity to host the next AtariFest in Michigan. Nothing has been formally decided to date, the officers are approaching the issue with caution. Bill indicated the club will likely entertain nominations for election of a Convention Manager (as per the Constitution) if anything concrete materializes out of this.

Bill described a demonstration of GOE, the 8bit "ST Jr" graphics operating environment, he had seen recently. It was in fact running on an ST which was running ST Xformer, the 8bit emulator by Dereck Mihocha. This was an interesting tribute to the quality of BOTH programs!

A MACE Appreciation Award was given the member Bill Boles for his articles to the Journal and his support of the ST Sig.

After a brief intermission, the room was divided into 3 areas where Desktop Publishing was discussed for both the ST and the XL/XEs. Bill demonstrated Publisher ST (TimeWorks) and Page Stream (Publishing Partner Pro, by SoftLogik) while Tom Sturza showed how to use News Station to very attentive audiences. Ed Hanson displayed the new Panasonic KX-P 1124 printer, showing off its versatility and features. This printer is selling in area stores for approx \$399, and is sure to be a popular sale item during the Christmas buying season.

The next meeting of MACE will be held on 12/20. This will be the annual Christmas Party meeting, with door prizes and munchies. Members only on this night.

President's Note

Howdy fellow Atarians! Not much space this month, so I'll keep it short. At the November meeting, the officers of MACE officially announced that we are beginning negotiations with Atari to produce an Atari Show here in Michigan. Tentative dates are May 6 and 7, and we have looked at many sites around the area. Right now, we're planning on having a Show at the Airport Hilton at Detroit Metro Airport. We should have much more to tell you at the December meeting.

Please check the label on the back of this magazine...if you're close to expiring, see Pattie at the meeting or send a check to the PO Box so you don't miss a month of MAM. Also, if you're moving, tell Pattie your new address so she can make the appropriate changes in the membership records.

A number of members told me at the November meeting they thought the new meeting format worked very well for them. If you have any comments or concerns about how we're structuring our meetings now, please contact me.

Concerning the December meeting, if you're a Games fan, this is a meeting you won't want to miss. We'll be showing some of the latest and greatest games for your Atari and giving away piles of Christmas presents to attending members. See you there!

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TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the first Saturday before the 18th of every month at 2 pm at the Rudy Zael Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows: December 17, 1988 January 19, 1989

LeRoy Valley	President	686-6796
Marty Schmidt	Treasurer/Sec.	792-6029
Al Jennings	ST Disk lib.	790-1980
Ted Beauchamp	8 bit Disk Lib.	686-8872
Char Davis	8 bit Editor	686-4170

Club dues are \$20 per year. For this fee you get the Michigan Atari Magazine, support for both the 8bits and ST's, and full access to the clubs public domain library. We currently have 150 8bit disks and 70 ST disks. 8bit disks cost \$1 each, and ST disks cost \$2 each. Check your mailing label. If you need to renew or you haven't even joined yet, then do it now!

Letter from the Prez

The November meeting had a great turn out...for the ST'ers that is. We had 1 (count 'em ONE) 8bit member present. The 8bit equipment volunteer didn't come, but it didn't matter because the person who was supposed to give the demo didn't show either! Anyway, it was the largest attendance since last spring, and I think that everybody had a great time! Please let me know if there's anything I can do to improve the meetings...

STill to Come!

The month of December brings our annual Christmas party and Swap meet. Once again, I'll endeavor to bring coffee (I'll even remember the filter holder this time!), and it would be nice if everybody brought a little goodie to pass around (like cookies, brownies, christmas candy, etc.). I'll be on hand to personally sample each and every goodie brought! Since this is a swap meet, feel free to bring ANYTHING you want to get rid of. We'll have two ST systems set up so that you can try any software that you're interested in, and I'm sure that there will be a "Dandy December" disk of the month available! I may (as usual) have some "top secret" surprises to demo at the meeting, so be sure and show up!

RelicST to Relish!

The month of November featured Desktop Publishing. LeRoy Valley demoed The Timeworks Desktop Publisher ST (hereafter called Pub ST) in conjunction with the Hewlett Packard DeskJet (DJ). LeRoy has worked extensively with both Pub ST and Publishing Partner, and even had PageStream on hand at the meeting! To demo Pub ST, LeRoy simply created a 1 page Newsletter from scratch at the meeting. Everything in Pub ST is straight forward and easy to understand. I dare say you could actually run Pub ST productively WITHOUT the manual!! Since part of the demo also involved using Scan Art from Migraph, LeRoy had the club members select several pictures from the Scan Art disk. He then imported the graphics into the Newsletter, and had the audience construct a story to fit each printer. Needless to say, at this point members became quite imaginative. The first story had to do with Marty flying some ancient contraption, and getting shot down by deer hunters. The second story struck closer to home, as it concerned LeRoy searching the

world over for a new printer. The printer of choice became the Zulu 1000+, manufactured in Booga-Booga, Africa. This printer comes bundled with the infamous Drum Master Elite font package by Shrunk Head Software (and other features too numerous to mention...). Once the story was concocted, LeRoy then demoed the DJ printer. This incredible printer prints at 300 dpi (identical to a Laser!) and costs about 1/3 of a Laser printer! Output looked tremendous, and it prints at a decent speed (240 cps). If you're even considering a 24 pin printer...PLEASE take a look at the DJ. It's available from Applied Progressive Electronics for \$675. 1-800-447-1176. After the demo was done, we raffled off the Scan Art package and LeRoy won the package! Anyway, most of the members present agreed that this was one of the funnest meetings of the year! I hope that we can keep that type of energy flowing year round.

8bit Equipment Volunteers for December:

Ted Beauchamp 800 XL, Disk Drive Nelson Greene Monitor

ST Equipment Volunteers for December:

Margaret Schmidt 1040 ST & Monitor Al Jennings 1040 ST & Monitor

Remember, if you're bringing equipment, please bring all of the necessary cables (such as power cords, monitor cords, mouses, etc.).



The November meeting of the Washtenaw Atari Users Group was held on Tuesday, November 8th, at State Street Computer in Ann Arbor. President Jon Brode called the meeting to order at 8:00pm. There was continued discussion of the possibility of WAUG becoming an officially recognized student organization at UofM. A "membership recruitment" drive is in effect to come up with several more members who are also students.

Jon announced having read an article in a magazine about the possibility of members getting a "user group discount" on the purchase price of Word Perfect ST. The ad indicated a \$155 price tag. Interested persons should contact Jon.

Treasurer Dick Selke gave details of the club's financial status, and indicated that the declining balance is good reason for members to consider buying some library disks SOON. 8bit Librarian Mike Millage announced a bundle special of a year's worth of Antic disks, and one remaining package of Print Shop icons which was snapped up on the spot. ST Librarian Russ Crum announced there is already an update to the library disk he dispensed last month, and announced this month's Disk Of The Month contained a P.D. CAD program (actually TWO disks...) but warned that it requires at least 1 meg and a monochrome monitor. Newsletter Editor Anton Malje urged the members to start submitting articles for publication in MAM.

Jon distributed a survey to all members, asking for its im-

mediate return, to determine the members' interests and input for future topics/discussions. Jon also announced to following topics for the next several months:

Dec. - Christmas Party/Games Night Jan. - Telecommunications Feb. - Databases Mar. - Utilities

Bob Carlini gave a detailed demonstration of GFA Draft Plus, showing how he uses it at work to draw blueprints. Bob displayed a sample print made on a 9-pin dot printer, the results of which are excellent. Bob's demo included an unexpected demonstration of Macro Mouse, and several people took great delight in watching a self-running demo!

Roger Tanner showed his interest in Easy Draw, noting that it was less technical in nature and more like a cross between Desktop Publishing and an art-type drawing program.

Don Neff detailed some of the differences between "drawing programs" and "CAD programs" and then took us on a grand tour of Circuit Maker, Athena II, First CAD and then attempted to show CAD 3D until it was discovered this package does not work well (at all, as a matter of fact...) on a monochrome system.

The next meeting of WAUG will be held on Tuesday, December 13th, at State Street Computer in Ann Arbor.

A Few Words from a Remote Member

Hello fellow WAUG members, I live in Northwestern Montana about 15 miles from Glacier National Park. Some of you may have heard of our local Red Bench fire this summer. Well, that was about 20 miles north, and we could watch the glowing red sky at night. It's all mountains around here and beautiful. I'll send you some pictures real soon. For all you downhill skiers, we have one of the best areas in the country only 20 miles from here: it's called the BIG mountain.

I know of only two other ST users and the same number of 8bit users in the valley. I plan on running an ad in the local paper to see if I can smoke out other Atari users. There must be more of us around here (I hope). As far as dealers, there is a new one (20 miles away) who will order anything I want and has some old 8bit junk for sale, but I can mail order what I need and get it cheaper and quicker, so I don't get to see him very often.

I've joined the local user group; it's in Missoula, MT. That's 150 miles away, so I have not made it to any meetings, but I have logged some hours on the phone and talked to some of the members in person. They have been a lot of help. It's a small group that has members from all over the state. There is also a dealer in Missoula, but they just want to sell computers and aren't much help after the sale. The user group has pretty much given up on them; they push Amiga (ARRGG!!).

I have received three MAMs and think they are great. I think the hardware project articles are super. It's just one heck of a publication, you people should be very proud of yourselves. I belong to at least seven groups to get news, but I will not be renewing three or four of them, as they are not good enough. I'm sure I'll be renewing my subscription to MAM for a long time. Well, that's it for now.

Steve Filler, Columbia Falls, MT

From the Treasurer, Dick Selke

Eddie Allison renewed his membership in October. We thank you for your support and look forward to seeing you at the meetings.

NOTICE...to all future and renewal members of WAUG, the membership fee is now \$15 per year, which includes 12 meetings and 12 issue of MAM. Please make your check or money order payable to Dick Selke, and mail it to 31139 Cooley Dr., Westland, MI 48185. You can also bring a check or cash to the meeting.

The Proposal (In the rough)

Here is the proposed language of this agreement. Please understand that this is preliminary to modifications put forward by any party and ultimate ratification and agreement by the clubs and the Rayls.

"The undersigned hereby represent that they are duly empowered to act for the parties bound by this agreement and each asserts that (to their knowledge) there is no party in interest who has not been a party to this resolution.

"It is resolved by the undersigned User Groups (hereafter, "the Clubs") and Unicorn Publications, (hereafter "Unicorn") publisher of Michigan Atari Magazine (hereafter "MAM"), that any and all claim to rights of ownership, control, or transfer of MAM is held or transferred exclusively to Unicorn, its heirs, or assigns.

"Further, it is resolved that the Clubs shall be represented in an Advisory Board (hereafter "the Board") The Board shall advise and inform Unicorn on any and all matters affecting MAM.

"Unicorn shall keep the Board fully informed of all matters affecting the publication of MAM, including but not limited to finances, distribution, and publicity.

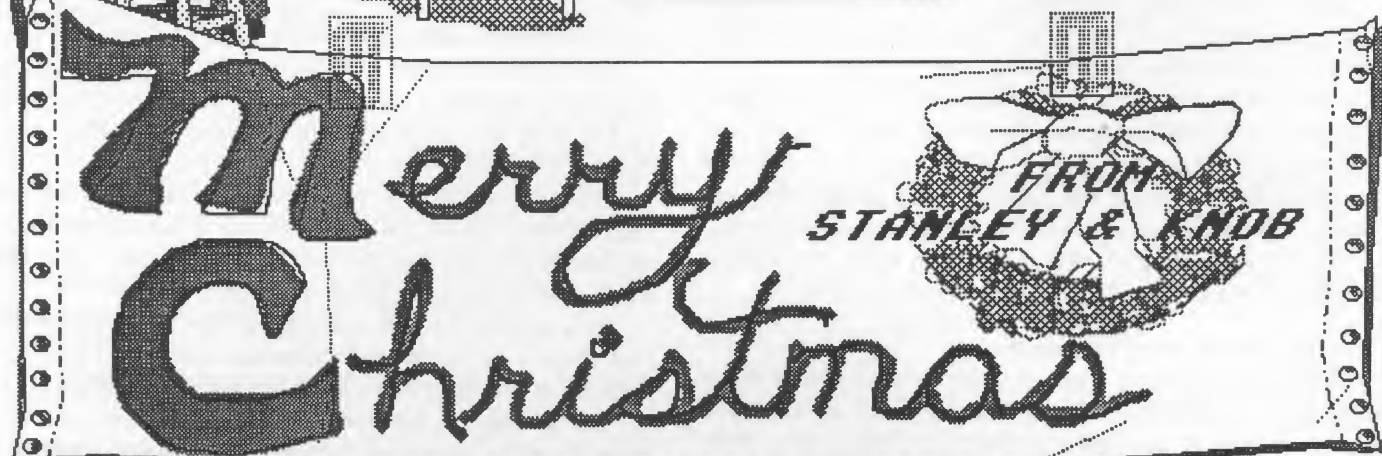
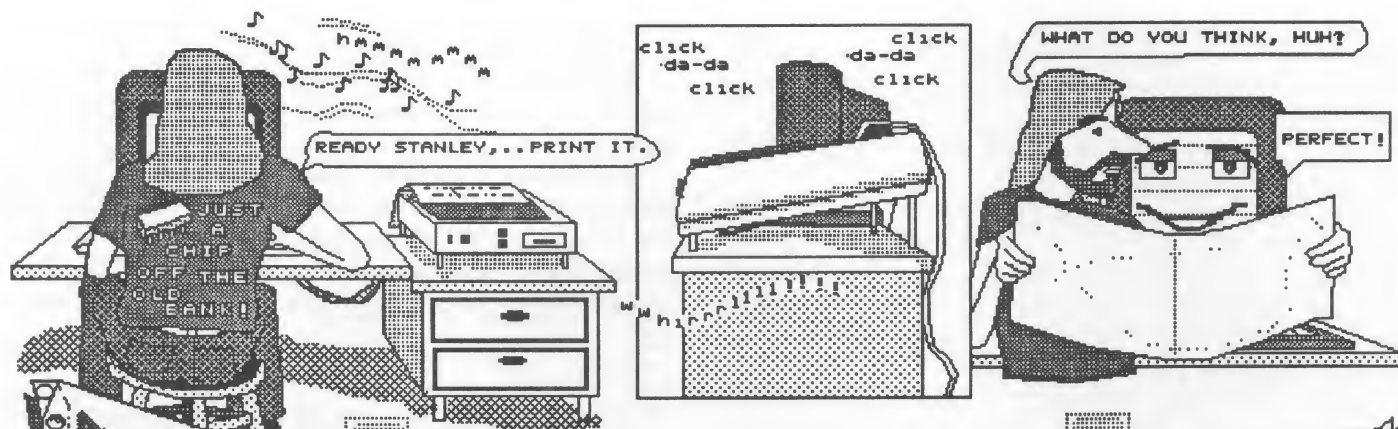
"The Board shall keep any specific details on any matter disclosed by Unicorn as confidential upon the request of Unicorn. Unicorn agrees to consider and act on matters of Board advisement in good faith, but Unicorn is not bound to act as advised.

"Unicorn agrees to continued inclusion of club-specific material the content of which shall be entirely controlled by the Clubs. No specific guarantees of space allocation size or proportion are to be inferred by this agreement.

"If the participating club constituency changes at any time, the clubs participating at that time shall be represented in the Board. Unicorn agrees to bind any transferee of their interests in MAM to these terms.

"This Resolution shall be considered as one inclusive agreement, and no part of this resolution shall be breached without the entire resolution being voided. In the event of such a breach, the parties or their heirs or assigns are returned to their respective positions and rights as of the day prior to the signing of this agreement."

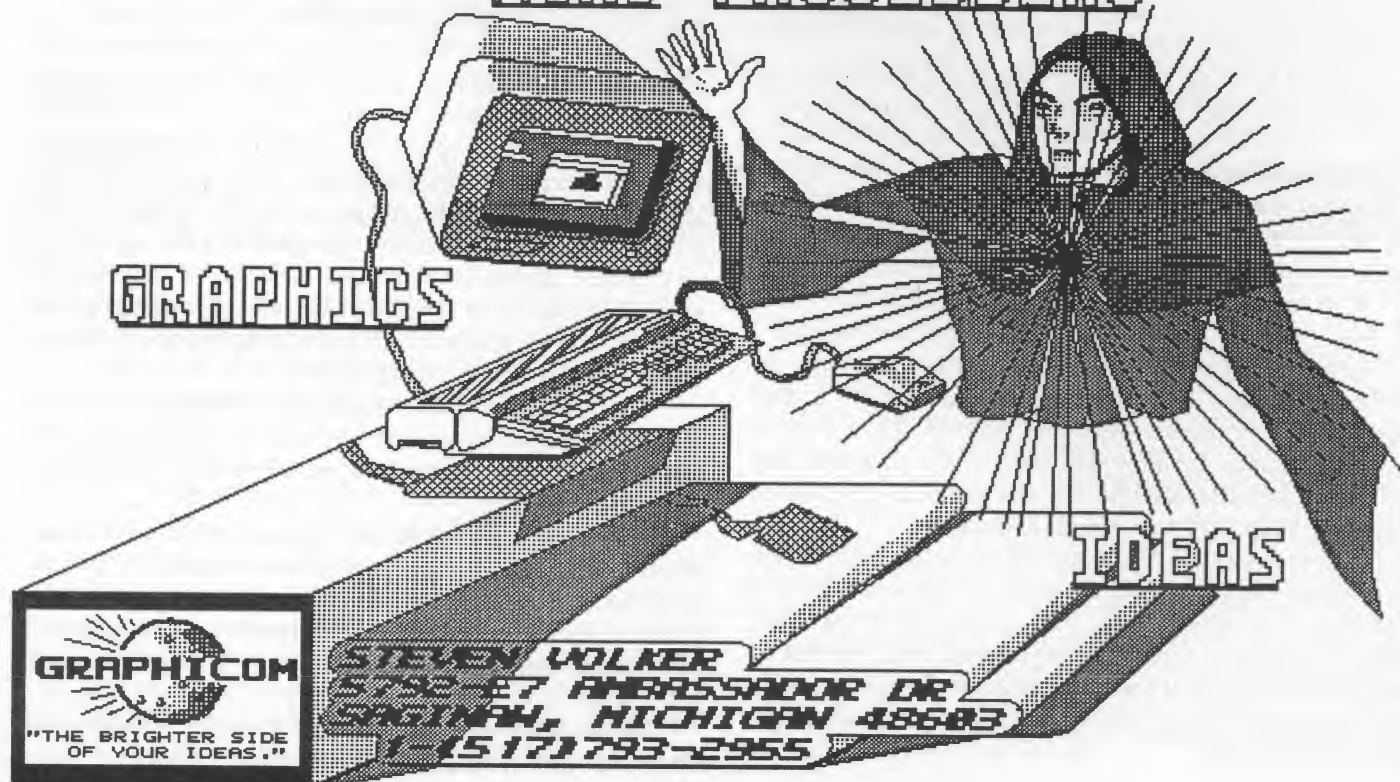
[Editors' note: We don't agree with some of the phrasing and statements of this proposal. Your feedback is welcome.]



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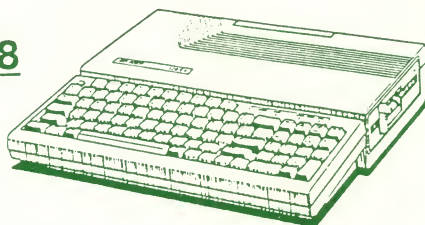
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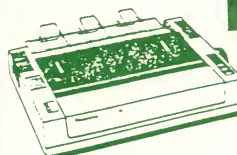
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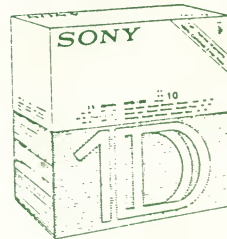
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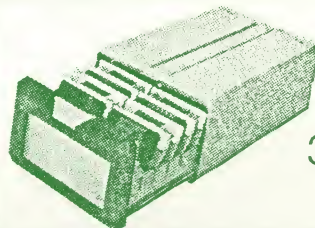
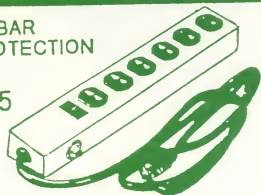


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